THE 1993/94 ACORN USER GAMES REVIEW

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Acorn Computing October 1993

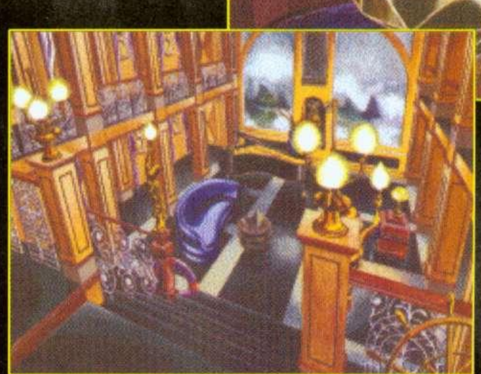
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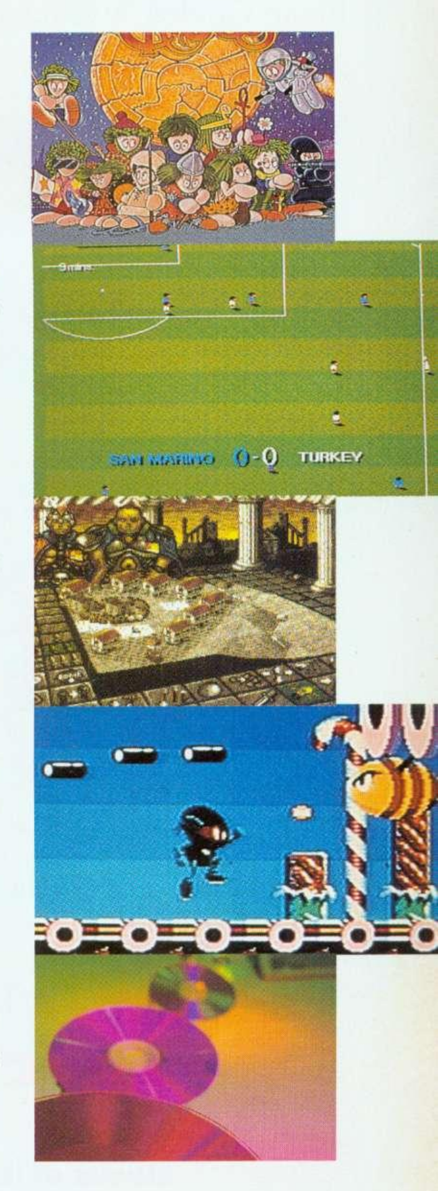
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THE

1993/94

ACORN USER GAMES REVIEW



MAGIC POCKETS

THE BITMAP BROTHERS

SENSIBLE SOCCER
Computer Game of the Year 1993
(Emap Golden Joysticks)
Coming Soon !!

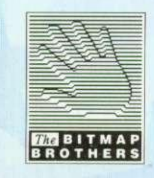
Now for Archimedes
£25.99 from all Acorn stockists
and good games stores.

They've nicked his bike.
They've whipped his helmet.
This time they've gone too damn far…

NO ONE MESSES WITH THE BITMAP KID



stacks of levels • heaps of weapons • swarms of intelligent nasties
bonus games • secret rooms • loads and loads of power-ups







TOP 100 GAMES

Decisions, decisions. So many games and only one life to play them in. What you need is a clued-up guide to lead you through the games minefield: someone with access to every game ever written for the Acorn; someone with an inexhaustible thirst for shooting-em-up and hunting them down; someone with a genius for strategy and a feel for role-playing; someone adventurous who is as happy on a platform as in the arcade. No such person? Well... no.

But take the combined loves, obsessions, and downright addictions of the hundreds of you who wrote in, plus the misspent youths and adulthoods of the *Acorn User* team and we're in business. We asked Acorn users to tell us the top 20 games they liked to play, and added some soon-to-be-classics such as *Lemmings 2*, *Sensible Soccer* and *Magic Pockets* and here it is: the Acorn User Top 100. Don't blame us for feeding your habit.



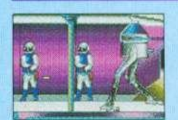
Spheres of CHAOS
SPHERES OF CHAOS brings you more challenges, more thrills and more fun than ever before. It's a technicolour nightmare of spheres, aliens, bombers, black holes and much, much more. Will space become your graveyard?
"I've never seen a more colourful game in my life!...looks staggering...the most addictive game I've played in a long time, with a massive level of playability missing in most games these days. You're a fool if you don't get this one. OVERALL 94%" – Dominik Diamond BBC Radio 1
"...it dumps on most console releases." – GamesMaster magazine
"Spheres of Chaos is very addictive and will keep you up all night." – Acorn User magazine
Super fun for 1-4 players
Fastest sprite engine ever
New kinds of intelligent aliens to battle
Shield, rapid fire, smart bomb and other power-ups to collect
Customisable game format, add gravity, bounce and more
Mouse, keyboard or joystick control
Compatible with all 1Meg RISC computers
Supports Acorn, Gamers Upgrade and FOUR joystick interfaces
Spheres of Chaos
£24.99
AGGRESSOR
MATT BLACK
Blood SPORT
Play solo or team-up with a friend
Fight through 8 parallax scrolling levels
Flame throwers, grenades, and more
Spine-chilling, atmospheric graphics and sound
Slug it out with Mother Aliens
Keyboard or joystick control
Compatible with all 1Meg RISC computers
Aggressor
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£14.99
Each
10 lethal opponents to beat
16 savage moves to perfect
Play solo or against a friend
Test your agility on challenge stages
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Telephone: 0733 315439
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E.E.C. £2. Rest of World £4.

100

PLEB UP PLEB DOWN (Alpine/PD)

Kicking off the Top 100 is this completely wired game to save plebs, who continuously jump off a roof to their death. You have to catch them with your trampoline – à la bat 'n' ball – and then again when they bounce. It's great. And ironically, it's better than the game it was originally hidden in (*Word Up Word Down*).





CYBORG (Alpine)

An odd mixture of arcade and adventure gives *Cyborg* a novelty edge. In the arcade section you zoom along a planet surface shooting rogue robots and picking up energy pods, while admiring the stunningly well animated exploding volcano. The best game ever? Maybe not.



98

OMAR SHARIF'S BRIDGE (Krisalis)

To understand why this is so good you've got to realise that playing Bridge on your computer is a thousand times more appealing than playing with the old age pensioners next door. To understand why *Omar Sharif's Bridge* is not at No 1, you need to get a life first.



CHESS (David Pilling)

Play among the palm trees... three dimensional marble board, hand-carved chess pieces, free Bounty with every move, next door's budgie in the commentary box and Nigel Short as Aunty Beryl. If... you're drinking Bacardi. Otherwise, *Chess* is just simple-but-effective. And for only a fiver.



96

ARCPINBALL (Shibumi/Superior)

Even the table shudders as you work up the violence to slam the flipper buttons in *ArcPinball*. The ball bounces around convincingly and if it weren't for the fact that we don't normally play pinball hanging by our shoelaces from the ceiling (that is the view is straight on, not perspective), it is a near-perfect simulation.





PESKY MUSKRATS (Coin-Age)

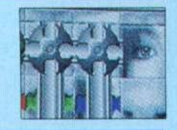
Muskrats are like Lemmings (there's lots of them), like rabbits (we'll spare the details but it's what happens when mummy rabbit and daddy rabbit decide they like each other very much) and like real rats – pesky. So, to avert a nasty population explosion you have to do 'em in. Nastily, and quickly. A great one for the kids, this.



94

BAMBUZLE (Arxe)

Right, there are these long steel chutes arranged around the screen and a solid metal wheel at every junction with slots in it. It's all very exciting. (Ever looked up 'Boring' in the Yellow Pages? It says: 'See civil engineers'. I suppose it could say 'See Arsenal'.) Then, little coloured marbles roll into the slots and... we've run out of space.





2067 BC (Oregan)

It's not *Jurassic Park* but it has got dinosaurs and a far superior plot to the Hollywood blockbuster. Like *Jurassic Park*, the prehistoric beasts themselves are the attraction and in *2067 BC* you pilot a small, cute pterodactyl round unspoiled green lands, a far cry from the ravaged rainforests of today.



92

WORLD CHAMPIONSHIP BOXING MANAGER (Krisalis)

It's a grim job to take a handful of bulky dropouts, all as thick as two planks (who else would want their noses turned inside out so they can't smell their food till they've eaten it?), and make them fit and ugly for the ring. Just be thankful you don't get Chris 'born-again-Plato' Eubank.





AIR SUPREMACY (Superior)

To become master of the ground, you must first be lord of the skies, according to an old proverb by Stormin' Norman. In *Air Supremacy*, you make your own choices and switch between tank and plane whenever you feel the urge. The best description: a cross between *Zarch* and *Conqueror*.



90

MASTER BREAK (Superior)

We hope your monitor has a flat top because otherwise your beer's going to slide off and make your keyboard very sticky. *Master Break* is your familiar pub quiz machine, complete with picture and music questions, with a snooker theme. And it's so absorbing, you don't always notice your pint sliding slowly to the edge.





ZELANITES (Micropower)

Oh, what is going on? *Zelanites* is Space Invaders. SPACE INVADERS? Not even Cliff Richard's great grandfather's grandfather clock is old enough remember that. It was invented before the word invented was. So what's it doing here? Actually it's obvious. It's still a right old bundle of fun. Get shootin'.



88

TERRAMEX (Krisalis)

This is absolutely brilliant if you use the built-in cheat (type SUBJECTTOCHANGE from title screen) but tedious without. Excellent graphics, humorous characters, challenging-but-not-too-difficult plot, what more could anyone ask? It's even got a flying vacuum cleaner, which is more than can said for most arcade adventures.





BOOGIE BUGGY (Fourth Dimension)

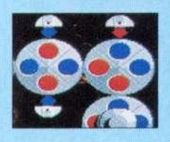
Here we go, it's one of those odd ones again. In this arcade game, Boogie is a dodgem car in a colourful land of unsavoury thingies, including sharp thorny bushes and bats out of hell with chain saws for noses. Boogie was not trained for this at the fairground and needs help.



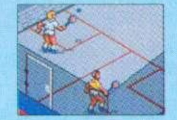


REVELATION (Krisalis)

A puzzle one, this, a bit like that old family MB game *Downfall* when you turn the wheels with slots in them. Or, if you were differently brought up, its a bit like trying to crack a multi-wheeled combination lock. Either way, it may not sound it, but it's fun.



85



JAHINGAR KHAN'S SQUASH (Krisalis)
This is quite simply the best squash game there is. Er, actually, it's the only squash game there is, so it's just as well that it's good. That's not to say it's easy. After all, squash is no picnic in real life, is it? And pixels are even harder to hit than balls.



DEMON'S LAIR (Fourth Dimension)
Just like in the army, it's important to listen carefully at the briefing session to find out who the enemy is. In this case the demon is the enemy and the dragon the damsel in distress, which isn't immediately obvious, we know. *Demon's Lair* is an isometric arcade adventure.



83



DREADNOUGHTS (Turcan)
First, a warning: if you're not into military strategy then you may as well go AWOL now. If you are, *Dreadnoughts* is a brain-game war simulator; this time the battle-at-sea scenario. There's no action for you, Admiral, just a running commentary about how well your decisions are turning out. Or not.



BLOOD SPORT (Matt Black)
If you prefer beat-em-ups with less ninja magic and more blood, then try this. More than just fists, *Blood Sport* has the odd metal chain, fireball and martial arts mind-over-body-stuff-as-in-that-guy-just-chop-sueyed-my-crotch-but-it-doesn't-hurt-oh-no-because-my-mind-controls-my-body-not-the-other-way-round. Like hell.



81



THE LAST NINJA (Superior)
In oriental lands they have wise men with important, ancient sayings: never-throw-your-suitcase-over-a-wall-until-you're-sure-you-can-climb-it; never-pee-into-the-wind; and, whenever-a-guy-in-a-black-outfit-flings-a-spiky-star-at-you-hit-the-deck-quicker-than-a-flying-spiky-star.



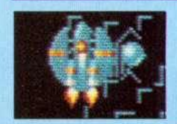
HERO QUEST (Krisalis)
This, the alleged 'first' 32-bit role playing game, has been somewhat superseded by the far more advanced *Heimdall* but you know, *Heimdall*'s got loads of Vikings in it and some people have a thing about that. With *Hero Quest* you're safe: barbarians, elves, dwarfs and wizards. Just like home.



79



INERTIA (Fourth Dimension)
'Bring us *Marble Madness*' some of us wailed for years, begging the games industry to port that ultimate, classic, splendiferous arcade game to the Acorn platform. How we longed to be able to roll our Acorn marbles across isometric 3D 'sugar cube' mountains. They gave as *Inertia*. Good but not perfect.



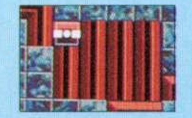
DROP SHIP (Fourth Dimension)
This isn't the best game ever produced (hate to say it, but that's actually pretty obvious) but it has its own special charm nonetheless. Basically, you pilot a small round space ship through an underground cave, shooting at things. The fun is in the physics of flying.







IRON LORD (Cygnus)
Mount that medieval horse, don that suit of chain mail armour and battle your way to regain the throne. You see, dad's been overthrown by his evil brother while you were out fighting in the Holy Lands (and boy have you got it coming.) An arcade strategy game, *Iron Lord* is a bit like the board game *Risk*.



LOOPZ (Audiogenic)
Don't you just hate it when the TV appears to have died, you lug it all the way to the repair shop and then the damn thing's got a picture sharper than Dame Edna's tongue? And what happens when the expert isn't there? It breaks down again. Going round in *Loopz*.



75



FRED (Software 42/Gamesware)
Name: Malcolm the Maltezer. Problem: recently turned into a human by a mysterious blue ectoplasmic beam. (I'd say his name was a bigger problem.) Solution: explore four corners of the earth and find the origin of the beam. Destroy. How? By positioning hundreds of mirrors to divert a powerful, destructive laser beam. Got it?



CONQUEROR (Superior)
In charge of a small battalion of tanks that grows with success, you use the terrain map to order any tank to any target, or, if you're feeling sadistic, all tanks to the same one. You can also drive them and join in the tense 3D action yourself. Includes spotter planes and artillery fire.







QUEST FOR GOLD (Krisalis)
People think you're bonkers when you play this. They walk into the room and there you are, eyes glued to the screen, in your own little world, subjecting your poor mouse to violent, back breaking torture. Meanwhile on screen, a burly athlete runs, jumps or lobs a long spiky thing into a field.



BUBBLE FAIR (Eterna)
Take *Blitz*, add a fairground theme, big top music and digitised scenes of happy punters enjoying a day on the rides, then take away the easy parts and you get *Bubble Fair*. It's harder to complete than *Blitz* but certainly has more to offer.







ZARCH (Superior)
All right, what's this? The first ever 32-bit game, six years old, in the Top 100? Get a life. Ah, but wait. Does anyone still play it? Yes, because it is ace, awesome and actually quite fabulous. *Zarch* is *Lander* (that tricky demo game that came with your computer) but with a proper mission.

70



CORRUPTION (Virgin)
No one likes yuppies, so who would want to be one? Money doesn't make you happy, everyone knows that. There's nothing to spend it on, except fast cars, great food and the best wines. No gain at all. It wouldn't change us. Much. *Corruption* is a high flying text adventure. Splash out and buy it.



BUG HUNTER (Minerva)
This was bug hunter before he was made into a space-mad mega star, a mere mortal of a bug hunter in a quiet leafy-suburban home; the REAL bug hunter. Not that the bugs appreciated him then or now but, then, who the hell cares about bugs? Bugs are stupid. They're small, insignificant, fun to flush down the plug hole...



68



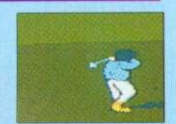
BLITZ (Arxe)
You've got an infinite supply of extendable curly spikes, a baseball cap worn sideways and a cute face. You've also got a great fat bubble headed your way that's twice your size. You may look pretty dumb but it's so obvious what to do anyone can play it. And with two players its just, like wow man.



AGGRESSOR (Matt Black)
They're about to release an all new, improved, version of this game but until they do it is still a beat-em-up/shoot-em-up with scaley black monsters lifted straight out of the Alien films. The playing area is a bit small but with two players it's good fun.



66



SUPERIOR GOLF (Superior)
Cor blimey, another golf game. Why? Well, this one's cheaper than the rest and it includes a course designer. The golfer's got a toyboy quiff but we'll overlook that because we never judge people by their looks (unless they deserve it). It also has a power meter.



TOP BANANA (Hex/Superior)
There are two ways to play this psychedelic arcade game but since we strongly discourage the use of Class A drugs, there is really only one. Sit in a dark room, light a few joss sticks and before you know it there will be weird platforms stretching up into the sky and cool sounds of trickling water drifting your way.



64



MICRODRIVE (C.I.S.)
Balls and clubs again, but this time with exotic courses and very pleasant tropical graphics, just like playing in the Bahamas, we expect, though obviously we wouldn't know. Control is a little tricky but realistic, and it's the only game with seriously good hills and pits. It's extra for the course designer but at least there is one.



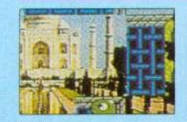
GRIBBLY'S DAY OUT (Coin-Age)
Gribbly Grobbly is a short, fat, green, levitating babysitter. Being an alien, that's quite normal of course. The babies – or gribblets – roam around a dangerous planet and risk being kidnapped by flying thingamegigs, so Gribbly needs to act fact. The cuteist part of this cutesie cute game is when the Gribblets do a back flip.



62



STARCH (Alien Images)
Meet Harry and Dave, estwhile laundry managers experiencing the thin end of the economic wedge. They've got to work on the machines at night to keep their white-collar day jobs. But they have no idea how to operate them. *Starch* is one- or two-player and you have to figure it all out – then do it.



EGO (Superior)
This one stars a green lizard called Repton that nostalgic (old) people will fondly remember from early Acorn days. He's in a maze, it's full of jigsaw pieces and he's got mere seconds to collect them up and fit them together. Similar, but even better, than TV's *Crystal Maze* (because Repton makes more sense than that bald bloke).



60



NEBULUS (Krisalis)
To the untrained eye, *Nebulus* consists of nothing more than a crazy rabbit running round and round a tall tower. Not that there's anything wrong with that. But players know that *Nebulus* is in fact a hugely addictive arcade game. When Pogo reaches the top of the tower, it falls down.



CYCLOIDS (Software 42/Gamesware)
As platform games go, you aren't usually expected to complete the mission atop a wobbly unicycle. Nor did any of the real platform stars (Mario, for example) have to wear a red nose. But then, they did not have a mission to save the world from invading balloons. And you do. So stop complaining and get pedalling.







GALACTIC DAN (Fourth Dimension)
If burning through a maze at high speed, leaping around manically and shooting oversized spiders appeals to you, we suggest you see a doctor. Fast. Galactic Dan didn't and now he's in the maze, trying to rescue eight-foot-tall, blue skittles that he calls his friends. They have been 'taken hostage'. You have been warned.



QUARK (Oregan)
To understand why we have yet another vertical shoot-em-up in the Top 100, you really have to play this. The graphics are excellent and everything on screen just screams out at you 'I'm big and here to make my presence felt. In a colourful way, too. And furthermore...' (Don't bother, you're about to be blown up.)

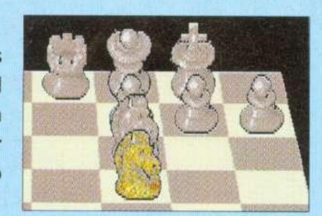






APOCALYPSE (Fourth Dimension)
Apocalypse is a 3D shoot-em-up. We would like to describe the colourful and detailed city scenery that we're busy flying around, blowing up, shooting at, smashing into and bouncing off but we can't because we're too busy flying around, blowing up, shooting at, smashing into and bouncing off it.

55 CYBER CHESS (Fourth Dimension)



All right, get serious now, this is the seriously, serious chess game, no beating up poor, defenceless pawns like in *Battle Chess*. *Cyber Chess* has umpteen versatile options, to cater for beginners and smart-alecks alike, and a booklet about learning to play chess. It works from the desktop and is a wonderfully authentic rendition of the game of chess, overlooking for a brief but painfully sober moment the £50 price tag. It also has a wonderful three-dimensional view of the game, which is almost enough to convince you that you're using a real board. Almost.

54 INTERDICTOR 2 (Clares)



This ultra-smooth jet fighter sim has one huge mission that gets more and more difficult the further through it you get. The excellent graphics – including a detailed Hercules bomber plane - and more interesting targets makes *Interdictor 2* a far better game than its predecessor. It isn't as good as *MiG-29* but then, what is? One of the best things is 'flying brick' mode – a fun departure from the serious mission business – where you can fly at any speed and even land on the motorway and drive along next to cars. . . before launching a heat-seeker up their exhausts.

53 PIPEMANIA (Empire/Krisalis)



Do you know what flooze is? Well, you will if you don't start plumbing those pipes fast, because the flooze is floozin' and it's slimy stuff, not what you want to get stuck with tonight. *Pipemania* is one- or two-player and consists of a 2D playing arena with different pieces of pipe arranged down the side. Like all good plumbers, you don't really have much idea *how* to fix the leak, so you just plumb on until you run out space to fill with pipe. Then you look pleased with yourself, take your money and leg it before the whole thing collapses into a colossal flood disaster.

52 MANCHESTER UNITED (Krisalis)



It's hard to imagine dedicated West Ham supporters buying this, or at least if they do they wait 'til after dark before playing. But hey, we're not jealous or anything, we stopped them winning the league in '92; we're not bitter that Krisalis didn't choose our favourite team for its football game, we think Man Utd are a jolly fine team and deserve to have a computer game made about them. Well you have to think of the marketing potential I guess. Man Utd was the original (before everyone got into Europe) and is still played by thousands. But how many of them care to admit it?

51 PARADROID 2000 (Coin-Age)



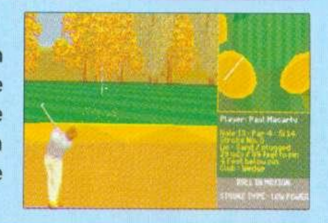
To rid the space cruiser of manically, obnoxious robots, you must guide a small metal droid along corridors and up lifts. When you spot one of the rogue droids you have to play a little game of kiss-chase, so once you've cornered the malfunctioning menace you lock your beam onto it then play it at a special game, a kind of digital push-button frenzy. You have only seconds to figure out the game and then win, in this self-imposed duel. The trouble with duels, as many a dead cowboy will testify, is that you really do have to win them all.

50 GUILE (Dream)



Flying a tin bucket through a low, winding tunnel with waves below and stalactites above is no walk in the park, take it from us. If the gravity doesn't get you, the old shaky-finger-on-the-thrust-button will. Fortunately, though, you only need make a couple of these journeys, with your cargo deck laden with commodities, to make enough cash to upgrade your ship and get a stabiliser. By trading at different stations, you make enough lolly to kit your ship out and make the tunnels a bit more reasonable to complete. The trouble is, no sooner have you got the go-faster stripes, than the tunnels get really hard.

49 VIRTUAL GOLF (Fourth Dimension)



People rave on about celebrity golf games on other computers but if you actually compare them with *Virtual Golf* you see that the Fourth Dimension's effort is by far the best computer golf game on any platform. For starters, the larger-than-life golfer is animated perfectly and he swings the club in exact coordination with your mouse movements. Then, there is the ease in which everything is done, from selecting clubs to viewing round the course and finally, *Virtual Golf* has enough flexible options to keep you occupied until you get bored of golf itself.

48 HOSTAGES (Superior)



This one's real Who Dares Wins stuff. Balaclavas, target rifles, pistols and guts, plus a little madness, all help our boys storm them frogs in that embassy over in Paris and rescue a few fat diplomats, held hostage by big, bad terrorists. You can abseil orangutan fashion down walls, shoot windows from across the street and run amok through embassy corridors popping terrorists with your semi-automatic. The hostages all look identical and you can pop them too! Makes you feel really clever, nimble and important, all at once.

47 PACMANIA (Krisalis)



Someone was on something when they sat down many moons ago and said, 'Hey, I've got a brilliant idea for a new game. You control this small yellow blob with a big gob that wanders round mazes eating little dots. Meanwhile, a whole bunch of ghosts chase after him and try and kill him, UNLESS he's gobbled a bigger dot which turns all the ghosts blue. Then he can eat THEM, except not their eyes.' Yet, *Pacman* was one of the most popular games ever. And in *Pacmania*, it's all 3D and you get to jump too! Wow.

46

BUG HUNTER IN SPACE (Minerva)



With a hunter as cute as Bug, most hunted creatures would feel pretty unthreatened. Except bugs. Bugs are not happy campers when Bug Hunter is on the stalk, especially when they're stuck in a space ship in orbit round Earth and can't hold their breath very long. Other problems for them: Bug can walk on ceilings, he's got a menacing set of teeth and he's got you to control him! This is an excellent 2D arcade adventure with nice, bright graphics. You want to criticise it for being a little 'flat' but Bug just stares at you and grins broadly. How can you?

45

GRIEVOUS BODILY 'ARM (Fourth Dimension)



As beat-em-ups go, this one is the sort of game that saves lives. Lives of precious things like vases that could get smashed when you tear around the house in a rage. The sort of rage you get into when you've had one of those days and then it starts to rain. The kind of day when the Jehovah's Witnesses turn up and won't stop talking, so you tell them you're a double-glazing salesmen and would they like to buy some, but it turns out that they sell it in their spare time too and really love double-glazing conversations. Then you load up *Grievous Bodily 'Arm* and put your fist through a few faces. Always does the trick.

44

ARCADE SOCCER (Fourth Dimension)



As if thunder, rain and lightening didn't make life on the pitch tricky enough, *Arcade Soccer* players have to cope with a manically-disturbed ball as well. A sure shot, ten yards off the goal mouth, the goalie's not with it – doing his shoe laces or something – what could possibly go wrong? How about this: Why the hell did the ball just fly in a 720 degree circle and then miss the goal by miles? Answer: because silly mode is switched on. Switch it off and a good match will be had by all, from old granny to soccer kid.

43

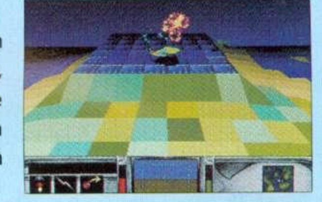
SALOON CARS (Fourth Dimension)



Saloon Cars is all about winning money at weekend race meets. You can buy loads of goodies for your car – a rubbish Astra – and eventually buy a new one: a BMW or Sierra Cosworth. From better tyres, brake pads and ABS to showing your mechanic ('I'll try an' 'ave it mended for you by next week, guv') the door and installing a professional pit crew. Yes, serious money can do all these things and more. But you don't get money until you win a race. It's the old chicken and egg situation really. Welcome to Planet Earth.

42

ALDEBARAN (Arc Angels)



Now this game really made waves when it was released. Technically, it's so fast that even Acorn techies were asking passers by to pinch them when they first saw it. *Aldebaran*, which incidentally, we are convinced is spelt wrongly (surely Alderbron as in *Star Wars*?), is a mammoth space game with interstellar travel, individual missions and a super quick *Zarch*-style section when you land on a planet. Really a colossal adventure but with riveting arcade action on the planet surfaces; you can even splash through waves!

41

FIREBALL 2 (C.I.S.)



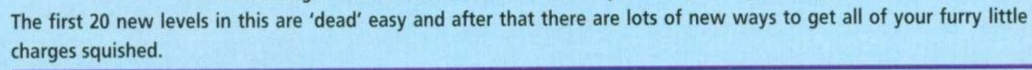
Sometimes, the simplest games really can be the best. *Fireball 2* is the best bat 'n' ball game in the entire universe. Others have tried to knock it from the top, plenty in fact, but no way. *Fireball 2* stays numero uno. The very best. The all time champion, top-notch, first-rate, second to none, cut above the rest, supreme, unparallelled, unbeatable, unsurpassable and completely brilliant bat 'n' ball game. Why not? 'Completely brilliant' wasn't in the thesaurus. This game is so addictive you will not sleep! Ever again. Sorry, slight exaggeration, but not much.

40

OH NO! MORE LEMMINGS! (Krisalis)



One-of-those-questions: Why is that you can wake up an hour before your alarm is set to go off and feel fit, healthy and full of life but by the time the dreaded beep, beep actually arrives you're about as keen to get started as a Michael Jackson tour? Then you remember. 'Oh no!'... it was 'More Lemmings!' and it was no dream. You really were up all night trying to suss that last level. The first 20 new levels in this are 'dead' easy and after that there are lots of new ways to get all of your furry little charges squished.



39

MANCHESTER UNITED EUROPE (Krisalis)



If it weren't for *Sensible Soccer*, this would probably be far higher up the Top 100 ladder. *Man Utd Europe* is a brilliant 'football simulator', being a hybrid of management and arcade, with wide screen action and well presented team selection, transfer section and more. And, catering for all tastes, you can either play at running the club or get straight out there, or both, so while you're messing around transferring players up and down the country, your granny has already scored her first goal and is doing her second lap of honour round the lounge.

38

CHOCKS AWAY (Fourth Dimension)



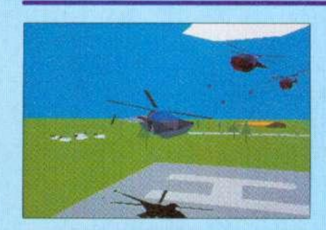
You need to get these, original, missions before buying the Extra Missions disc. Playing *Chocks Away* two player, split screen, is just so much brilliantly good fun, it's amazing. You both set off from the same landing field, armed only with a machine gun and a map, and head for the flashing targets, sometimes on land, sometimes at sea. One of the best features is the black box flight recorder, which records every move made by you and the enemy so that, should Jerry send you spiralling to earth, you can effectively 'rewind' until just before it happened. Just wonderful.

37

DUNGEON (Fourth Dimension)



If you're the sort of creature that likes damp, dimly lit, underground corridors (you're a London Underground train spotter, perhaps) then *Dungeon* is probably for you but you'd better be prepared for fork-tongued serpents and badly-drawn giant rats too. We think it's safe to assume you haven't spotted either of those on the Underground. If you have, you'll know what to do: throw everything you're carrying at it and hope it doesn't like it (so don't do it if you're carrying, say, a tin of Badly-Drawn-Giant-Rat-Food or a tin of Serpo-meat). *Dungeon* is like *Gauntlet* but all in stunning 3D.



CHOPPER FORCE (Fourth Dimension)

36

The fun part about *Chopper Force* is hovering menacingly above a sleek black limo as the chauffeur floors it on the motorway in a vain attempt to get away. You've been sent to 'apprehend' the guy with the dark glasses in the back seat. The super, souped-up chopper is so amazing it's even got a fancy jet engine bolted on the back, so what's the point of trying to escape in a boring old limo, even if it does have a mini-bar and TV? The only problem with *Chopper Force* is that you're not exactly white-knuckled with fear of going too fast.

35

FERVOUR (Clares)



What's the best way to drive along a road full of potholes? Depends on your motor. For example, if you purchased it from Honest Russ at the garage up the road (you know, the wry codger in the sheepskin coat who reacts indignantly: 'Warranty? You don't need a warranty sir. My word is my bond') then the answer is: pretty damn slow. But, hop into the *Fervour* vehicle, a solid metal spherical thing, and you can go as fast as you like; indeed, the faster the better. The roadway rushes towards you and all you have to do is avoid the REALLY big holes!



PANDORA'S BOX (Fourth Dimension)

34

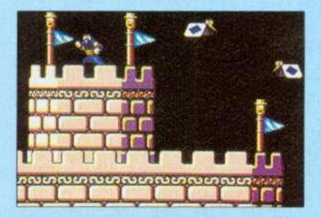
Ah, now *Pandora's Box* is an arcade adventure the way they used to be, none of this new-fangled jiggery pokery. You 'ave it easy you do; we never had any of those laser-thingies in our day. But old doesn't always mean bad, you should see some of the games we've got in store for you below. A good solid isometric game is *Pandora's Box*, and there's a lot of playing in it yet. So what's the scenario? Well, there's Merlin the sorcerer (the hero) and lots of evil little devils that come pouring out of Pandora's Box, (from whence all the evils of the world come, etc etc.) A crackin' good 'un this.

33

ENTER THE REALM (Fourth Dimension)



What do you get if you stand face to face with a dragon, wearing a Michelin-Man suit of armour in an old and mysterious land of darkness and evil and forget to close your visor? A fireball smack bang in the kisser. So, don't do it! *Enter the Realm* may be your standard, daily, run-of-the-mill, walk-along-a-scrolling-landscape and shoot-things-at-marauding-beasty-things but you still get a fireball in your gob if you don't move your butt fast enough. Fast, fun, furious, frenetic and many other adjectives beginning with F. Oh, and get that butt in gear. Well, that's our advice, anyway.



JAMES POND 2: ROBOCOD (Gamesware)

32

This time he's taking no chances. Not that he needed to last time, being the coolest under water agent around, but nevertheless he's back, he's slicker, he's smoother and he's got a shiny armour suit. In the sequel, Pond has to collect Penguin chocolate bars – the first time commercial advertising has been used in an Acorn game – in order to stop, get this, some crazed nut blowing up toy factories in... the North Pole. *Pond 2* isn't perfect; the graphics are quite bland in places but it does have an underwater bouncy castle. James Pond. Crazy name! Crazy guy!

31

E-TYPE (Fourth Dimension)



Okay, so everyone likes Lotus *Challenge 2* better than *E-Type*. But why? Can you punch out pigs in *Lotus* (meaning, deliberately ram into a respected member of the law enforcement community) and hear them squeal as they're tossed into the air? This can be done with glee in *E-Type*, whenever you spot them standing by the roadside. Plus, you can be the ultimate chauvinist in *E-Type* as you glide along the ever-so-smooth country roads at mega-speeds in your flashy open-top Jag, with a dumb blonde by your side. Not very PC. That's politically correct, nothing to do with Big Blue.



SPHERES OF CHAOS (Matt Black)

30

A colourful firework extravaganza with asteroids, aliens, asteroids and more aliens. And little multi-coloured triangles. And you. And your friend. And your other friend. Oh, er, and one other guy too. Even if you don't have three friends, you can always open the window and yell out 'anyone for a game of *Chaos*?' and soon you'll be popular enough. Up to four players can fly around the 2D screen blasting asteroids into smaller asteroids and baddies into oblivion. You can bounce off walls, off each other and every explosion is like blowing up a paint factory!



BLACK ANGEL (Fourth Dimension)



Very few people believe what they read in five-billion-year-old religious scripts. Like, tell us something new. Of course, there's always some crackpot who laps it all up and, before you can get them safely to a special home with nice beds that have straps, they leap into a space craft and jet off on their destiny to find the ancient civilisation that could travel faster than light, had the power to leave the Universe and could pierce a soft drink carton without losing the straw. Space action, Elite-style, with real Klingon bad guys.

28

AXIS (Power Station)



So what's new about a tank game that has a birds-eye view of a tough, little tank that's dumped in a land where it isn't the-most-popular-thing-since-the-guy-who-scrapped-Eldorado, populated by lots of bigger and badder tanks who feel the need to do very violent things to it with heavy duty military hardware? Rotavision, is the publisher's answer. Rota-what? Well, it's like playing any other tank game that has a bird-eye view of a tough, little tank with one crucial difference: with Rotavision the landscape rotates around the tank, not the other way round. Oh.

27

JAMES POND (Krisalis)



To be able to walk up, press fire and instantly get involved is one of *James Pond's* superior qualities. (And wouldn't life be a picnic if that worked on members of the opposite sex too?) Our fish Pond wears a tuxedo and drinks Martini shaken not stirred. He swims about beneath the gently lapping waves firing big, rubbery bubbles at evil wobbling jellies so that bonuses like headphones pop out. A completely logical game, you can tell already. Pond is fearless, smart and Ozone-friendly and this game is the sort that turns you into a social recluse.

26

MAD PROFESSOR MARIARTI (Krisalis)

Wirehead alert! If it weren't for the white hair and bald patch, he'd be one of those greasy bores who spend their time preying on poor, defenceless members of the public – when they aren't spotting trains – to babble on about new technology and semi-conductors until their trapped victims go mad. Fortunately for Mariarti, he's too cute to be avoided, so you've no choice but to guide him round this incredibly addictive 2D platform game, closing down his five labs. Why? Because the silly old fool reckons they're making him go mad...

25

XENON 2 (Gamesware)



Have you ever settled down to watch an early Bond film, one of the classics? Or flicked nostalgically through an early issue of *Acorn User*, thinking it would be just as good as it is today? (Don't answer that.) Or been to see a film that everybody's been raving about (*Jurassic Park*) only to find it doesn't quite live up to your expectations? Well don't get us wrong, *Xenon 2* is one hot baby, that's why it is where it is today; through sheer guts, determination and great vertically-scrolling, shoot-em-up action. Just don't expect seventh heaven.

24

NEVRYON (Fourth Dimension)



If ever there was an *R-Type* clone, this is it. If ever there was a more shooty, shoot-em-up, with more things to shoot and ways to shoot them, well, we'd like to see it. We could do with a laugh! With bullets whistling over your head and every kind of mayhem possible, *Nevryon* is faster than a cast change in *Neighbours* and keeps your finger glued to the fire button, your palms wet with sweat and another finger on the secondary weapon fire. Oh, and another finger on another fire button. Dynamite! One of those games that you just must see.

23

HEIMDALL (Krisalis)




When you agreed to help Thor get his hammer back you didn't perhaps realise the lengths you were going to have to go to. Did you see anything about slippery pigs in the contract? Or chucking sharp axes to free a tethered maiden? Don't think so, Thor baby, maybe you could find somebody else? But being a god, Thor tends to get his own way, so no choice... it's time to meet the Vikings! *Heimdall* is the only proper role-playing game for the Acorn and certainly the only one with furry men in pointy helmets.

22

MiG-29 FULCRUM (Domark)



MiG-29 is the answer to a simple question: 'What's the best flight sim for the Acorn?' It's based on the best fighter jet in the world; even the Americans admit they could never have won an air war against the Soviet MiG-29. You get smooth flying, air-to-air and air-to-surface laser guided missiles and plenty of varied missions, including night time sorties. If you're into the nitty gritty, it even simulates the effect of wind on the flight of your missiles and would probably take account of the pilot breaking wind if she/he were to do such a thing.



BREAK 147 & SUPERPOOL (Fourth Dimension)



In one, they're red and yellow (forget the white and black for a mo, that just complicates things) and with the other they're a whole bunch of different colours (including the white and black, even though black, technically, isn't actually a colour...), but it's all the same when you get right down to the playing action: just pot them. The graphics are spot on, the sound effects totally believable and there are lots of options like TV camera views and action replays. You use the mouse as the cue and it's just so realistic it's... well, brilliant. In fact, it's well brilliant.

20

BATTLE CHESS (Krisalis)



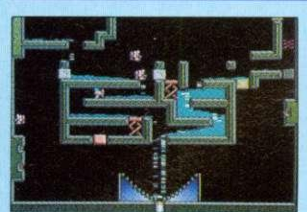
It's a black and white case: chess is boring. And why people pay good money to watch two bores sit dead stock still in a big, boring room for hours on end, only occasionally shifting a little chunk of boring wood a few boring centimetres, is beyond even the greatest minds of today, except those that play chess. But *Battle Chess*, now that is something else. We wouldn't normally encourage violence of any sort but watching a hefty knight pulverise a small, cute pawn is so incredibly funny we'll make a small exception this time!

19

IXION (Software 42/Gamesware)

When one member of the team suggested this game was 'brilliant' there was a great deal of suspicion, mistrust and pyrrhonism (we didn't believe him). After all, have YOU ever heard of it? But he eventually won us over with flowery tales of happiness and joy during the hours on end this sad man spent in front of his monitor while everyone else was out on the town. No he was happier in his own town, *Ixion*, in which you wander round, getting a real-time 3D view of everything, drive a car, explore buildings and chat to aliens. And, it's absolutely brilliant.





18

CATACLYSM (Fourth Dimension)

Now here's a spaceman who doesn't mind getting his hands clean, and his spacesuit too, from gallons and gallons of wet, wet, water (the usual stuff) in big underground caves. It's all over the place: stuck in big caverns, flowing down tunnels and splashing all over you, when what it should be doing is behaving itself and flowing sweetly into a big funnel at the bottom of the screen. But since when did water behave itself as it is meant to? Know what I mean? *Cataclysm* is a very addictive game, even if the graphics are rather naff.

17

MAGIC POCKETS (Renegade)

Everyone knows one; in fact some of you probably were one or even still are one! One-of-those kids that tries awfully hard to be completely self-sufficient at all times of day or night, utterly prepared for any eventuality, ready to solve any puzzle, by filling pockets to bursting point with every kind of junk from blunt old pencils to everthing plus the kitchen sink. It is also important to be proud, because with pockets overflowing like Niagra Falls you look pretty odd. Unless of course you have MAGIC pockets! Then you can carry anything round a huge arcade adventure game and not look too big a silly billy.





16

TWIN WORLD (Cygnus)

The smug little guy with the big head and the bubble gun is the hero and his mission is run along pelting mythical baddies and collecting bits of an ancient amulet. He's not schizophrenic or anything, it's called *Twin World* because despite being a platform game, there are really only two platforms, one above the other. The gameplay is cute and he skids neatly to a stop when you try and turn round quickly. True, the graphics are a ever so slightly dated by current standards but it's the one-more-go feeling that counts.

15

STUNT RACER 2000 (Fourth Dimension)

Remember *Hard Drivin'* in the arcades? *Stunt Racer* has the jumps, the loop-the-loops, the banked tracks and more, including a very dangerous and irresponsible track named Killer that more often than not leaves your car in a most unroadworthy condition. Not for lack of driving skills, it's just that, well, you don't exactly EXPECT a perfectly normal straight road to become, suddenly, the top of a loop-the-loop! The best thing about *Stunt Racer* is that you can do all this two-player, with split screen. In races you can buy nitro boosters, more power, turbo boosts and even bribe racing oficials!





14

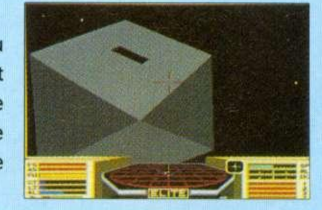
CHUCK ROCK (Krisalis)

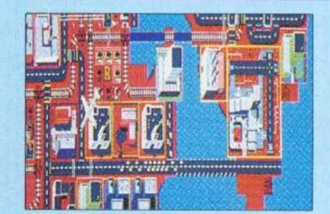
Yabadabadoo! Our man Chuck is Essex Man a few millennia ago. They didn't have beer then but he suffers some sort of brewer's droop and, when Mrs Flintstone is kidnapped he acquires an attitude problem sufficient to lift rocks and fear nothing. So rough-shaven Chuck (what do you expect? Gillette, the best a caveman can get? - Ed) sets off with his considerable midriff to belly-bounce prehistoric weirdos and dump rocks on their heads. With the help of friendly diplodocuses and chunks of meat left lying around Chuck is the coolest caveman dude around - he even has his own rock band!

13

ELITE (Hybrid)

Space yuppies! Buy, buy, sell, sell! Pip, pip! Rah, rah! Then bang, bang your're dead! If only you could aim a military laser at a snotty stock broker today and ask him to make your day, punk. What is it about *Elite*, the classic intergalactic commodity market game, where pirates abound and the best profits are the biggest risks on the deadliest trade routes, that makes it so good? Is it because of the furious, fast reflex action? The strategic brilliance needed to outwit the pirates? The adrenalin? The nerves? The name? The price? The colourful box? The time of day? Who cares!





12

SIM CITY (Krisalis)

Being responsible for keeping several million multi-cultured people happy may not immediately strike you as fun, fun, fun but get yourself into a callous frame of mind, indeed ruthless would do, and you can have oodles of fun planning a city. The estwhile mayor tries to impress citizens, usually in vain, by building houses, factories and roads in the right places. The successful mayor doesn't think twice before bulldozing an old granny's bungalow to make way for a valuable new motorway. Here's a tip: whack taxes up to 20 per cent in December – just before coughing up time – then drop them pronto afterwards.

11

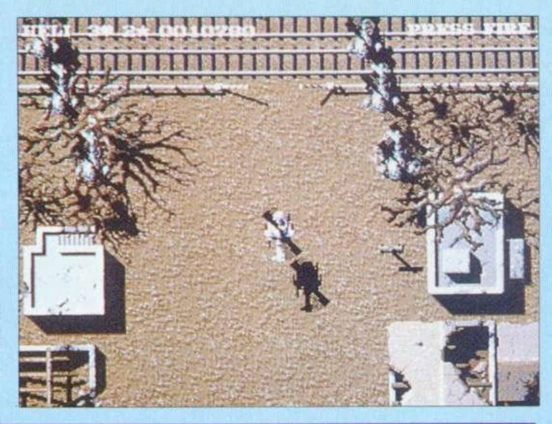
TECHNODREAM (Superior)

There's a lot of rivalry in this one- or two-player, horizontally-scrolling shoot-em-up. If the player gets a power-up, the bad guys get one too; if the bad guys get badder, the player wants a power-up. And so it goes on, until everything on screen is armed to the teeth with rockets, shields, remote missile launchers and other dangerous toys. Someone really ought to come along and say 'stop! That's enough' and send them all to bed early, before the build-up gets out of hand. That's how the First World War started you know.



10 SWIV

(Krisalis)



We bundled the *Acorn User* opinion pollsters out onto the streets and asked ordinary members of the public this question: 'If you had to pick *Swiv* as the bestest, most brilliant Acorn shoot-em-up game of all time, which would you choose?' And, with hardly any physical coercion, all but the one now at the bottom of the Thames were in complete agreement; *Swiv* wins hands down. It can be played two-player but for some really bizarre reason, the one in the helicopter always seems to last a tad longer than the one in the jeep. We have to say that if we were faced with swarms of helicopter gun ships, tanks, huge ugly flying thingies launching homing missiles and much, much, worse, we might opt for the chopper too. Who wants to be stuck in a rut with a homer on your tail?



SALOON CARS DELUXE 9

(Fourth Dimension)

You can tell it's a simulator by the way you have to find the key presses that switch on the engine and release the handbrake before revving up (they're S and H, if you still haven't found them). After that, it's very obviously a graphically-stunning simulator because everything looks and sounds exactly like a real car, right down to the hands on the steering wheel and the dashboard indicators. The screen shudders when you drive along, cars crash all over the road just like when some people we could, sort of, mention get in their car (Watch it – Ed) The rear view mirror gives you, in great detail, the low down behind, and *Deluxe* is faster and better if you play it on an upgraded machine or A5000. Plus, it's a brilliant game as well!

8 POPULOUS

(Krisalis)



They don't mention *Populous* in the Boost adverts but it is certainly one of the best ways to massage your ego. Play God for a day, wield huge amounts of power in completely unfair and disproportionate amounts and mould the world and its silly little people just the way you like. That's what we call a boost! But, as ever, there's someone else gobbling boosts too, and they want control of the world for their own evil purposes. This world ain't big enough for the both of you, so the race is on to convert the masses into faithful and gullible followers, by messing around with lots of control icons that affect the 3D landscape and the settlements of your people. Divine intervention. You can't beat it!



LEMMINGS 7

(Krisalis)

To understand fully why *Lemmings* is one of the best games since the Greeks abolished the gladiators, you need to understand something about the inner psyche of *homo sapiens*; what it is that gives us so much pleasure out of watching a small chap with green hair chase his mates over cliffs and plunge fatally into blue water. Why we find comfort in the knowledge that WE let all those lemmings DIE horribly in traps so devious and nasty that only someone really devious and nasty could have thought them up. However, since none of us know anything at all about the human psyche, it's probably best just to play the game and shut up. Or even better get yourself a game of the new improved Lemmings . . . and discover a new dimension to your sadistic tendencies.



CHOCKS AWAY EXTRA MISSIONS

(Fourth Dimension)



There is no finer two player game that *Chocks Away*, with the possible exception of *Stunt Racer 2000* if you have a fear of flying. Even on your own, *Chocks Away* is something else. Basically, you're way too high in the sky to survive the drop and your life is entrusted to a bright red, flimsy, Tiger Moth bi-plane. You get 3D views of everything from inside, outside and upside-down and that usually means you don't spot the evil little devils that swarm up to machine gun you out of the sky and out of your mission. You can land to refuel or even stop on an aircraft carrier at sea for repairs (I sense a slight historical oversight somewhere). Very realistic, very good fun and, in a word or several: very, very, very, very, addictive.

5

LOTUS TURBO CHALLENGE 2

(Krisalis)

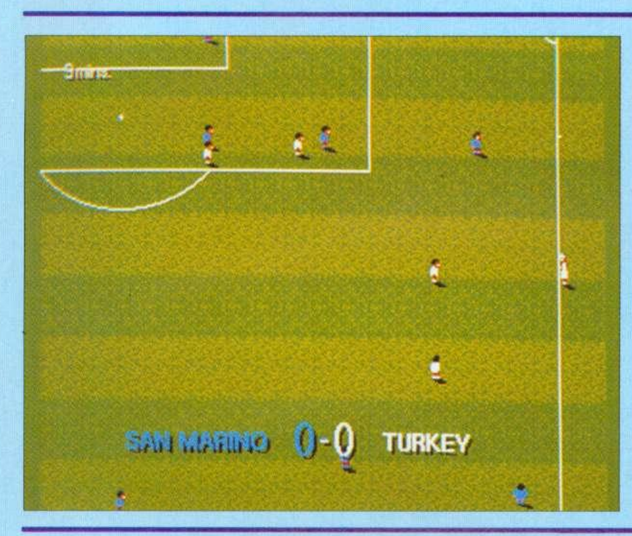


What is food when you've got a Lotus? What does sleep matter? Who cares about social interaction, homework and the political crisis in Russia? The effortless speed, noiseless aggression and pulling power of a Lotus has far greater appeal. And crashing a gleaming Lotus, smashing it headlong into a tree at 130 mph or misjudging a tight corner, is so completely unthinkable it doesn't even happen. That's right, you can't actually crash! Head for a tree, or the side of a tunnel, and you just kind of bounce off. The catch is that you slow down and might not make it to the next checkpoint. *Lotus* vrooms you through countryside, night time cityscape, foggy days and even snow, and when you're Mansell-enough you upgrade from an Elan to an Esprit. The only slightly odd thing: first time players are forgiven for not realising you're supposed to HIT the logs, not avoid them, to jump over the water!

4

SENSIBLE SOCCER

(Renegade)



Do not play this game if your cat/dog/other furry pet/ mother* (delete as appropriate) is flaked out lazily beneath your desk. You will kick it! You will be so submerged in this game that your foot will develop a compulsive urge to start kicking! There are football games and then there is *Sensible Soccer*. Is it good? Are footballs round! In terms of football, which is probably apt terms all things considered, there is simply no better game that simulates action on the pitch better. Now we know *Sensible Soccer* is only just, as your eye meanders lazily across this page, being released on Acorn format, but we just didn't want you to miss out. *Sensible Soccer* on that other format is so juicily good (and we're confident the Acorn version will be identical) that it would be utterly scandalous, nay, criminal to leave it out of the Top 100. Remember you heard it here first. The Renegade boys done good!

3

GODS

(Krisalis)

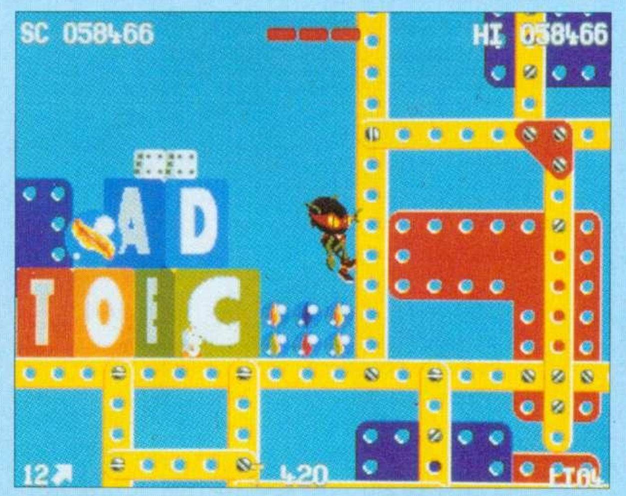


No one dares argue with the gods. If anybody were to make even the tiniest suggestion, the most minuscule of remarks, the mere flutter of a vocal chord, that *Gods* does not represent the absolute deity of ladders-'n'-platforms-arcade-adventures, then they'd be struck down with a bolt from the blue so fast they wouldn't even have time to open their mouth to say: 'Perhaps I misjudged.' What more is there to say? Well, it's all about this Greek bloke in ancient times who runs around in sandals and solves puzzles to be good enough, one day, to join the gods themselves! (Little whippersnapper.) Lots of mythological creatures try and stop him but by buying daggers and axes from a helpful shop keeper who pops up occasionally there are ways and means of dealing with them. The graphics are divine and the smoothness of the animation is enough to fill a sad man full of joy! *Gods* is just out of this world. It's, like, totally heavenly, man!

2

ZOOL

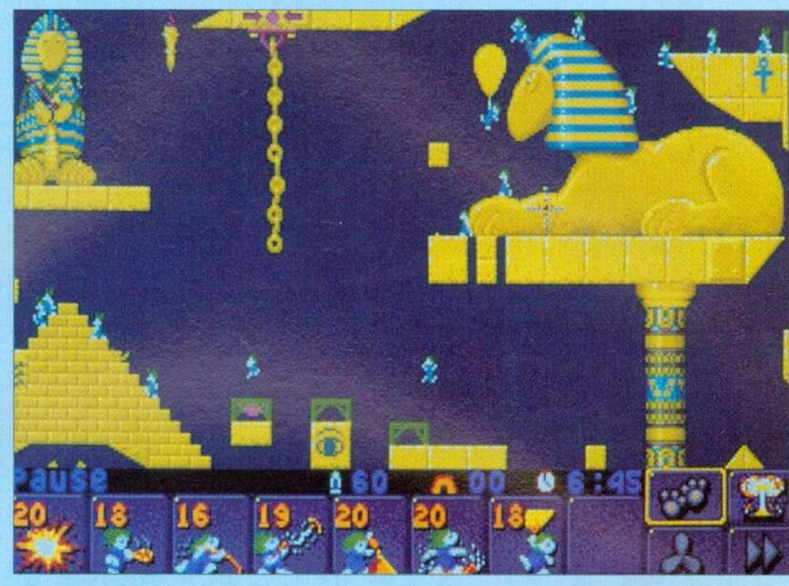
(Gremlin)



Zool is the closest Acorn users will ever get to Sonic the Hedgehog. There are those who argue that Ninjas from the Nth Dimension aren't nearly as cool as hedgehogs with spiky hair and to be fair they have a point – there are no Zool alarm clocks or fizzy drinks as yet – but we know in our hearts that it's all the same beneath the prickles. *Zool* has landed himself on a planet made entirely from chocolate, smarties and liquorice platforms and all he's got to do is jump around, pig out on sweets and shoot jelly monsters. Once he's eaten enough to put Pavarotti to shame Zool goes on to the next world, this time a musical one with lots of musical things in it, funnily enough, and runs amok there. He hasn't quite mastered the classic Sonic-Spin yet but he does pretty well by jumping in the air and sprouting razor sharp wings. In short, the best arcade platformer on the Acorn.

1 LEMMINGS 2

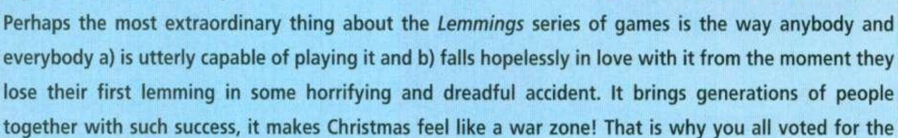
(Krisalis)



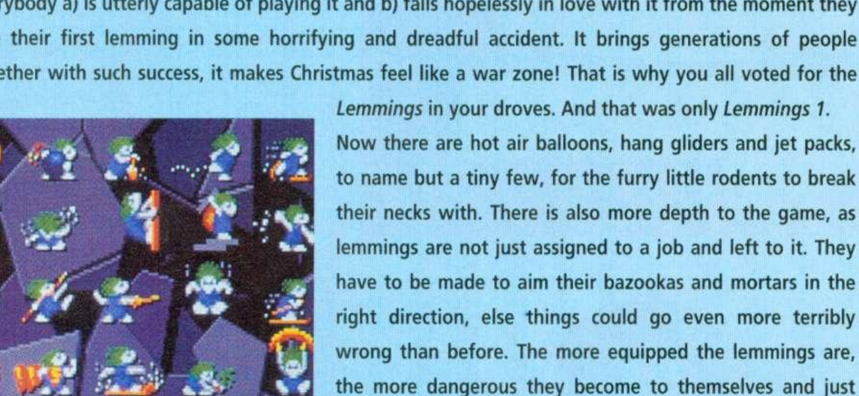
Amid loud applause and cheering, we would like to offer our warm-hearted congratulations and sincere respect to Mrs. Maureen Weston of Peterborough in Cambridgeshire, who, in 1977, sat in a rocking chair and stayed awake for 14 days and 13 hours, setting a new world record for sleeplessness. More amazingly still, she achieved this feat completely without the aid of *Lemmings 2*. Nowadays, of course, it's all rather too easy to not notice the days turning into nights, the nights turning into days... and then the days turning into nights again. Even two years ago, when the Lemmings first came into our care, we at least knew the risks we were taking and the sleep we had lost. But now we have entered a far more dangerous era, one in which time travel is seemingly possible, one in which days and nights become blurred, hours and minutes are less distinct and all human activity as we knew it has become just one: *Lemmings 2*.

It is only after you've played *Lemmings 2* that you realise that *Lemmings 1* actually left a lot to be desired. Despite being the best game all round for a long time, it had the problem that some levels were frustratingly difficult to actually complete: you knew how the Lemmings could reach the exit but making the stupid little... little... twits actually get there was an entirely different matter. *Lemmings 2 Tribes* is structured differently so as to avoid this, as well as other minor faults you never really knew were there. And if you had trouble getting to grips with eight Lemming jobs in the original then you'll laugh when you hear this: in the sequel the stupid little blighters can do 52! The daft critters now have a vast array of toys to meddle with, none of which they can be trusted to operate safely, including bazookas, flame throwers and Lemming-catapults! And there isn't just one set of Lemmings. This time, 12 tribes need to be guided through a variety of different scenery, ranging from ancient Egypt to circus big tops and even outer space.





Perhaps the most extraordinary thing about the *Lemmings* series of games is the way anybody and everybody a) is utterly capable of playing it and b) falls hopelessly in love with it from the moment they lose their first lemming in some horrifying and dreadful accident. It brings generations of people together with such success, it makes Christmas feel like a war zone! That is why you all voted for the *Lemmings* in your droves. And that was only *Lemmings 1*.



Now there are hot air balloons, hang gliders and jet packs, to name but a tiny few, for the furry little rodents to break their necks with. There is also more depth to the game, as lemmings are not just assigned to a job and left to it. They have to be made to aim their bazookas and mortars in the right direction, else things could go even more terribly wrong than before. The more equipped the lemmings are, the more dangerous they become to themselves and just about anything else in close proximity. Lemmings building bridges may have seemed ambitious enough in the original but check this out in *Lemmings 2*: hang gliding, magic carpets, jetpacking and SKI-ING for goodness sake!

Lemmings 2 is a guaranteed, dead cert, safe bet, odds-on favourite to keep anyone away from their bed for longer than they have ever been absent before. **And yes, we know it's not for sale yet, but this is destined to be a monster hit!**






BBC ACORN USER TOP 100 GAMES 1993-1994

1	NEW	LEMMINGS 2	Krisalis
2		ZOOL	Gremlin
3		GODS	Krisalis
4	NEW	SENSIBLE SOCCER	Renegade
5		LOTUS TURBO CHALLENGE 2	Krisalis
6		CHOCKS AWAY EXTRA MISSIONS	Fourth Dimension
7		LEMMINGS	Krisalis
8		POPULOUS	Krisalis
9		SALOON CARS DELUXE	Fourth Dimension
10		SWIV	Krisalis
11		TECHNODREAM	Superior Software
12		SIM CITY	Krisalis
13		ELITE	Hybrid
14		CHUCK ROCK	Krisalis
15		STUNT DRIVER 2000	Fourth Dimension
16		TWIN WORLD	Cygnus
17	NEW	MAGIC POCKETS	Renegade
18		CATACLYSM	Fourth Dimension

51	PARADROID 2000	Coin Age
52	MANCHESTER UNITED	Krisalis
53	PIPEMANIA	Empire/Krisalis
54	INTERDICTOR 2	Clares
55	CYBER CHESS	Fourth Dimension
56	APOCALYPSE	Fourth Dimension
57	QUARK	Oregan
58	GALACTIC DAN	Fourth Dimension
59	CYCLOIDS	Software 42/Gamesware
60	NEBULUS	Krisalis
61	EGO	Superior Software
62	STARCH	Alien Images
63	GRIBBY'S DAY OUT	Coin Age
64	MICRODRIVE	CIS
65	TOP BANANA	Hex/Superior Software
66	SUPERIOR GOLF	Superior Software
67	AGGRESSOR	Matt Black
68	BLITZ	Arxe

20		BATTLE CHESS	Krisalis
21		BREAK 147 & SUPERPOOL	Fourth Dimension
22		MiG-29 FULCRUM	Domark
23	NEW	HEIMDALL	Krisalis
24		NEVRYON	Fourth Dimension
25		XENON 2	Gamesware
26		MAD PROFESSOR MARIARTI	Krisalis
27		JAMES POND	Krisalis
28		AXIS	Power Station
29		BLACK ANGEL	Fourth Dimension
30		SPHERE'S OF CHAOS	Matt Black
31		E-TYPE	Fourth Dimension
32	NEW	JAMES POND 2: ROBOCOD	Gamesware
33		ENTER THE REALM	Fourth Dimension
34		PANDORA'S BOX	Fourth Dimension
35		FERVOUR	Clares
36		CHOPPER FORCE	Fourth Dimension
37		DUNGEON	Fourth Dimension
38		CHOCKS AWAY	Fourth Dimension
39		MANCHESTER UNITED EUROPE	Krisalis
40		OH NO! MORE LEMMINGS!	Krisalis
41		FIREBALL 2	CIS
42		ALDERBARAN	Arc Angels
43		SALOON CARS	Fourth Dimension
44		ARCADE SOCCER	Fourth Dimension
45		GRIEVOUS BODILY 'ARM	Fourth Dimension
46		BUG HUNTER IN SPACE	Minerva
47		PACMANIA	Krisalis
48		HOSTAGES	Superior Software
49		VIRTUAL GOLF	Fourth Dimension
50		GUILE	Dream

70	CORRUPTION	Virgin
71	ZARCH	Superior Software
72	BUBBLE FAIR	Eterna
73	QUEST FOR GOLD	Krisalis
74	CONQUEROR	Superior Software
75	FRED	Software 42/Gamesware
76	LOOPZ	Audiogenic
77	IRON LORD	Cygnus
78	DROP SHIP	Fourth Dimension
79	INERTIA	Fourth Dimension
80	HERO QUEST	Krisalis
81	THE LAST NINJA	Superior Software
82	BLOOD SPORT	Matt Black
83	DREADNOUGHTS	Turcan Research
84	DEMON'S LAIR	Fourth Dimension
85	JAHINGAR KHAN SQUASH	Krisalis
86	REVELATION	Krisalis
87	BOOGIE BUGGY	Fourth Dimension
88	TERRAMEX	Krisalis
89	ZELANITES	Micropower
90	MASTER BREAK	Superior Software
91	AIR SUPREMACY	Superior Software
92	WORLD CHAMP BOXING MAN	Krisalis
93	2067 BC	Oregan
94	BAMBUZLE	Arxe
95	PESKY MUSKRATS	Coin-Age
96	PINBALL	Superior Software
97	CHESS	David Pilling
98	OMAR SHARIFF'S BRIDGE	Krisalis
99	CYBORG	Alpine
100	PLEB UP PLEB DOWN	Alpine

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As Mat Tizard discovers from Tom Watson, Sensible Soccer is a game of much more than 90 minutes

IT'S A FUNNY OLD GAME

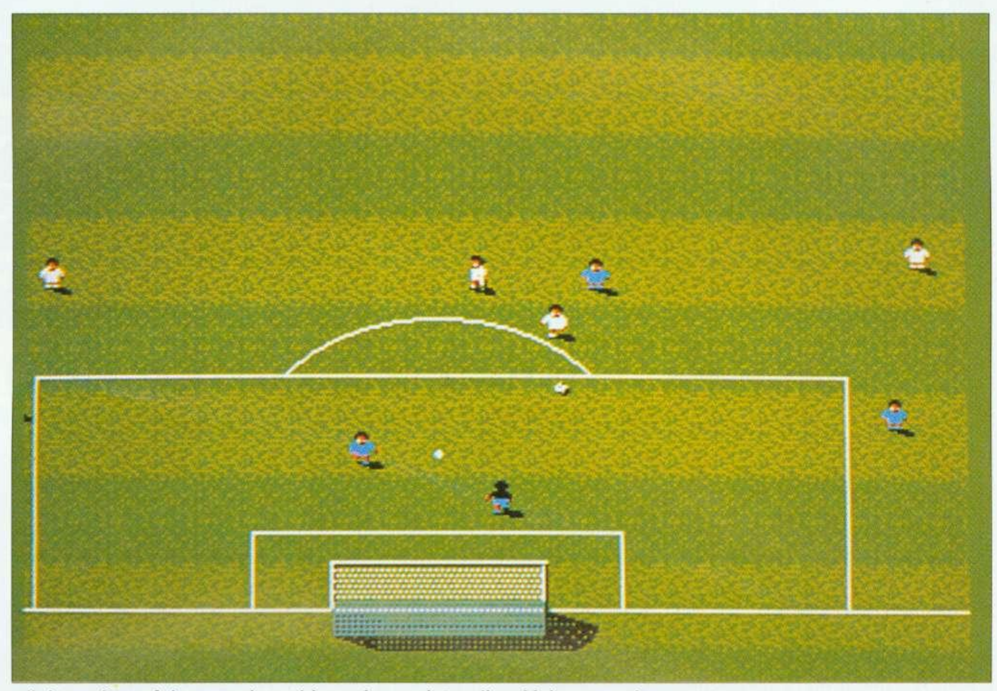
Well, England may not be playing in the World Cup but we'll certainly be getting a healthy dose of computer football over the coming months. Football games come and go but *Sensible Soccer*, out soon for the Arc from Renegade, seems to be here to stay.

It's been out on the 16-bit machines for over a year now and has brought new meaning to the word success. It was by far the best-selling game of last year and if it carries on as it has done, might well be able to lay claim to being the most popular computer game ever. Let's get this straight: this isn't just a whopper of a game, it's a double whopper with cheese.

Sensible Software comprises two coders, based in Saffron Walden, just south of Cambridge. It took the pair of them, John Hare and Chris Yates, 18 months originally to write the game. I spoke to Tom Watson at Renegade, the company which is handling the Arc conversion at the same time as releasing it on Sega and Nintendo. 'This game is a publisher's dream. We really do dream of working with products like this one,' he said.

So what's the secret of its success? Well, Chris and John, who are both football crazy, got together and realised they both felt that none of the football games which had gone before was doing the sport justice. So they went back to the drawing board and designed a game around football, rather than adopting the somewhat clichéd style of previous attempts at computer soccer.

'Previous games, such as *Kickoff*, were very much arcade games using football as an environment. They were more excuses for writing a computer game than proper attempts to capture the flavour of the sport,' said Tom. *Sensible Soccer* fulfills the potential that football has always held for being turned into a computer game. It has all the features and options of every football sim you've ever seen, served up with lashings of gameplay and a cherry on top.



All the realism of the game but without the weak Bovril and lukewarm pies

Undoubtedly, the game's broad appeal is one of the main reasons for its runaway success. This is no accident – it was carefully designed to contain elements to make it attractive to a wide range of people. There are things to please the most hardened football enthusiast – even those who wouldn't normally give a computer version of their favourite sport a second look.

At the other end of the appeal-spectrum there's the hardened computer gamer for whom football is merely the game they didn't like much at school and takes up too much time on the telly on Sunday. Whoever they are, the Sensible guys reckon there's something here for you.

The arcade section of the game is first and foremost about on-screen action, but there's loads of depth there too. 'We're really going for that suspension of disbelief in the game – to be as close to a real footballing atmosphere as you can get without freezing your extremities off in the stands,' said Tom.

It's capturing that atmosphere which has got the game selling like... well, selling like this game! It's been in the top ten for the last 17 months, and as I write this, it's at number five.

The crowd noises are sampled from real football matches, and so contain the actual klaxons, rattles and so on from the real thing. In fact they went so far as to sample one game in Italy and another one in the UK to make the aural distinction between 'European-sounding' games (with continental drums) and 'British-sounding' games.

Tom told me: 'One Sensible player from Sweden wrote in to Chris and John, convinced that they had sampled his local Swedish club's chant. That's how far people get involved with this game.' (Sadly it was not his club after all.)

'This is definitely one for playing with a bunch of mates,' said Tom. 'Get a pizza in and make an evening of it.' He tells tales of pub teams creating leagues which span the length and breadth of Europe, and then having epic tournaments with their creations. 'When you see people playing the game and tackling, there's a real involvement there; it's definitely more than just a video game,' he said.

The Sensibles have what

Tom describes as 'an idiosyncratic sense of humour'. If you read a lot of football fanzines, you'll have some idea of the sort of thing. There's a selection of 'novelty teams' in the game, should you tire of being sensible all the time. There are dead rock stars, the Royal Family, and my personal favourite, the 'old dears 11', where you have 'a nice cup of tea' in goal, the centre forward is 'a nice piece of spam', and the manager is simply 'that nice young man'. There's even a novelty team called 'Look, Mr Taylor,' which speaks for itself.


No cheats in this one, so we won't be beating the Dutch then

Vinny Jones was at the launch and surprised everybody by being nice to the kids. According to Tom, he 'really got off on the game'. After playing a novelty team, called 'Chelsea', in which no players get near goal, he was heard to say to Chelsea's Paul Elliott: 'Look Paul, this is a real Chelsea simulation.'

There was a demo version of *Sensible Soccer* which was meant to promote their next release, *Cannon Fodder*, by using the sprites from it, but which became a bit of a classic in its own right. The demo had three different England v Germany scenarios. I should point out that there was no xenophobia here, just a sense of fun.

Rewrite history

First there was one showing 'what should have happened' in the last World Cup. Then there was '66 which contained all the players from that historic game and displayed everything in black and white. And finally there was England v Germany '44, where everyone wore khaki and the football was a grenade which went off from time to time. The only one they didn't include was England v Germany '17, when we played football in no man's land on Christmas morning.

One control method was discarded early in the game's development, because it 'didn't feel like football'. A big problem with football games has always been how to model the ball at the players' feet, which is an independent object with its own momentum. Most games have the ball glued to the boots of the man in possession. This completely ruins the sense of realism. However the Sensibles came up with a solution: give the player fine (but not fiddly) control over the ball and this is then traded off with the probability that the ball will run away from him. Sounds simple, but it's enough to make the quantum leap from playing a computer game to playing real football.

Even the most ardent football fan couldn't fault them on detail. It's incredibly accurate, and is based around the 1992-93 season and the top 84 European club sides. The computer, playing as AC Milan, knows how much the team is better than Partizan Tirana.

The last detail

All teams have a complete strip, correct to the last stitch, and if you get bored with the colours or whatever, you have the option to redesign or start from scratch using hoops, stripes, sleeves... it even goes so far as being able to customise players' skin tones and hair styles. 'This makes for some great visual cues,' Tom goes on. 'For instance you would be able to spot a pass from Wright to Shearer, and identify that little bit more with the real players.' All this detail was painstakingly gathered by Mike Hammond, a professional football researcher who compiles information for football databases for a living.

The UK is well represented in the game, after all we're not bad at football (it being our national game and all, guvnor). *Sensible Soccer* contains a number of British clubs like Manchester United, Sheffield Wednesday, Liverpool, Celtic, Rangers and Aberdeen to name but most of them. From France there's Marseilles and Monaco, and there are stacks of other countries, right down to Lithuania, Estonia and even the Faroe Islands. More than you could shake a goalpost at, and more than enough to keep you busy pitting them against each other for a while.

You can play preset club tournaments, or define your own leagues, cups or knockouts over several legs. You can even set the pitch conditions and the month in which you play. Different team formations are supported (4-4-2, 4-3-3, 4-5-1 and so on), and you can have a defensive wall if there's a free kick against you. Another nice feature is that you can consult your manager on his bench at the side of the pitch at crucial moments. he can then make tactical decisions or substitute players.

Intelligent passing

Tom is certain that the 'key to the game is the intelligent passing system.' When a player passes the ball, he doesn't just boot it in the direction he's facing. An algorithm works out roughly who he is pointing at, and assumes (these being Europe's most highly trained footballers) that the pass is for him, and delivers it accordingly. You are always in control of the player nearest the ball, so coupled with the passing system, it's easy to build up impressive teamwork. 'Sometimes playing the game is like watching Liverpool passing in triangles!'

If there is a cross coming in across the pitch, with a delicate flick of the joystick you can tell your man to slide to intercept it, or even attempt a header – essential features when you're near the goal. Even subtle things like aftertouch (a bit like spin in tennis) are implemented. At any time you can press R and get an action replay of the last few seconds. Hit R again and you get it in slow motion. Every time a goal is scored, the whole thing is staged as a highlight for a TV-style roundup at the end of the game.

Players can be booked, just like in real life, and the computer can interpret professional fouls. If a player is booked, he hangs around sheepishly where the foul was committed, and when he's sent off he droops his head and then slouches away with his tail between his legs.

'Most people pick the game up in less than ten minutes,' I was told, 'and then never put it down again!'

The final

The game wasn't designed to be the ultimate football game, but its mixture of fluid gameplay, humour and competition will make it hard to top. Archimedes *Sensible Soccer* will be a full conversion of the Amiga version. If it was good enough for 250,000 other Europeans, it's good enough for us. So there you have it. It's a funny old game. Now, where are those half-time oranges.

Coming soon

Renegade has a slew of 16-bit conversions in mind for the Arc up their digital sleeves which are now nearing completion. They're bound to take everyone by storm as they're all 100% blockbuster material.

***Magic Pockets*, the innovative platform game from the Bitmap Brothers, will be out very soon (see the exclusive demo on the cover disc), and we'll have a full review in next month's Game Show.**

Soon after Christmas (in no particular order) there will be another Bitmaps' game, *The Chaos Engine*, which has a 'steam punk' retro-futuristic flavour. Then there's *Fire and Ice*, which is being converted by the coders at Graftgold – the same team that brought us *Gribbly's Day Out* and *Paradroid 2000*. All three will be priced at £25.99.

There are a lot more games on the way, but that lot should keep you busy enough for the time being.

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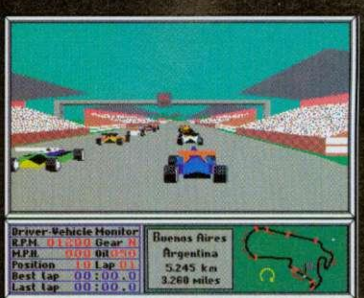
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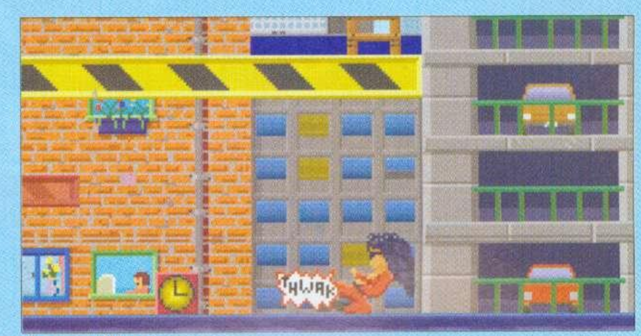

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CHRISTMAS

Sam Greenhill looks forward to Christmas games

THE EXOTIC ADVENTURES OF SYLVIA LAYNE

It may sound like the title of an imported blue movie (or so I've heard!) but *The Exotic Adventures of Sylvia Layne* is actually a surprise new arcade game from the Fourth Dimension. It's a surprise because a) we didn't know it was coming out until about half an hour ago, and b) it is actually an old project that 4D cancelled two years ago just before it was about to come out. It is about Ms Layne, some sort of special agent, and her mission to find a crazy geneticist who has been kidnapped by an animal rights bunch called POLAR (People's Organisation for the Liberation of the Animal Race). *Exotic* is a sideways and vertically scrolling platform game with a dose of strategy and plenty of combat. Sylvia Layne can do anything from kicking and punching to jumping, ducking, and lots of trickier manoeuvres ending in 'ing'.



Strange title, strange game

BIRDS OF WAR

Vintage planes buff? Mad on super-dooper jet fighters? Can't decide? No problem. *Birds of War*, the game Fourth Dimension calls the ultimate flight sim, has the lot, from Sopwith Camels, to the radar-elusive Stealth Fighter. In fact, no fewer than 32 flying machines, spanning the history of aviation, are modelled.

And there are four different eras to fly in too, each with six different geographical campaigns. Add to that 50 weapons, maps that are apparently interactive, and *Birds of War* becomes Carnage Incorporated.


A wing and a prayer

WARLOCK


Seek and destroy, why not?

A warlock can be anything, anyone or anywhere, which makes it a swine to track down and destroy, especially when it decides to be a purple demon with umpteen hundred sharp teeth. And that's only number one! This is the first game from Network 23 and is a 2D arcade adventure, with 256-colour parallax scrolling. Reincarnated by the gods as the greatest warrior ever, your mission is to work through ten levels of stunning graphics and fight the veil of darkness and evil spread by three warlocks, armed only with a crossbow and a cape. Hidden rooms, secret levels and super-crossbow power-ups promise to make this debut a supernatural success.

CRYSTAL MAZE

You won't have read the book, I doubt you've got the t-shirt but you've seen it on the telly, you know how it works and now you can play it at home too. Now, Channel 4's *Crystal Maze* has been turned into an Acorn game by education specialist Sherston Software, its first foray into the games scene, and, before you ask, we are not revealing whether it features the energetic Rocky Horror of a bald presenter Richard O'Brien.

Like the famous TV version, there are four IQ-style puzzles to be solved in four zones, each of which is designed to tap the intelligence of the players. There are advantages too: when you fail dismally at home, at least you're not being watched by several million strangers, just a few close friends who won't tell the whole world. Well, maybe not. Qualifiers in the four zones will make it to the ultimate challenge, the Crystal Dome, where they will really need their wits about them.


You've seen the show, now play the game

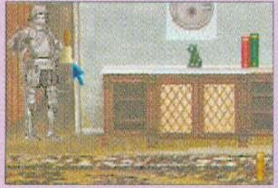
CRACKERS

so new you won't find them in the Top 100

HAUNTED HOUSE

You must have been dared, you might even have got as far as packing the sleeping bag but did you ever do it or did you bottle out? Well, now's the time to prove your bravery as you step into... *Haunted House*.

Not that our hero realises what he's getting himself into. As far as he is concerned, this is just another routine job, clearing furniture from a deserted house. But this one is different. Once inside the bleak pile you begin to find more than just a few skeletons in the cupboards. Fourth Dimension is sure to give you the creeps with this one.



Scared? You will be . . .

PHAETHON

Take *Fervour*, the classic outer-space-roller-ball-game, add smarter graphics, a groovier vehicle and lots of tricky puzzles and what comes out is *Phaethon*.

Now, the Serial Port doesn't often produce games (never in fact) but here's a well calculated exception. I've played a pre-release demo and it was addictive enough to make me skip a few meals.

The plot goes something like this . . . you drive a spherical vehicle along a winding path through outer space, jumping over gaps and avoiding the deep blackness of the edge.

You can screech to a halt at shops and buy a new engine, tweak the mechanics and all that palaver and when you're on the road you can pick up keys, unlock doors and even perform reverse manoeuvres. This game is a good alternative for people who don't like racing car games in principle but would love to have a go.

PLAY IT AGAIN SAM 2

Including *Zarch, Master Break, Pinball, Repton 2*

All those up for a bargain, pay attention. *Play it Again Sam 2* from Superior Software does not only sport four games for the price of one (£24.95), it can boast quality too. *Zarch* and *Master Break* are both in the *Acorn User* Top 100, while *Pinball* and *Repton 2* are new. *Pinball*, strictly speaking is not actually new at all, in fact, and is, well... old. Where it does score is that it is a most convincing attempt at showing the game on-screen: the ball obeys the laws of physics immaculately. *Repton 2* will be fondly remembered by old BBC micro.

But despite dated graphics and comically naff sound, the old puzzles and brilliant gameplay are as incredibly addictive as ever before. Don't be put off – this will keep you occupied until the year 2000.



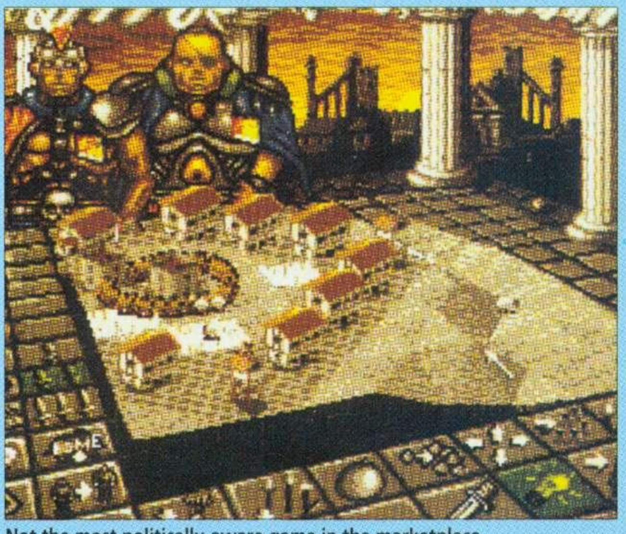
Enough to keep you occupied till the millenium

POWERMONGER

It's not easy being a king. The pressure to be good, the struggle to be noble and the hassle from tabloid newspapers. Who needs it? (Prince Charles wants it but he doesn't know any better.) Better to invade a little island with a small band of loyal soldiers and do the place over.

Better still if you were exiled there in the first place and it wasn't your fault. No guilt trip then. By raiding towns and villages you persuade the occupants to join your merry band and once enough have done so, they make you king! From the throne you can observe your people going about their daily business, tending to their farms and fishing in the sea. You can even watch them play baseball and cheer for your side.

Powermonger is due for release in December, once Krisalis has dotted the remaining i's and crossed those last few t's. Keep those fingers crossed though, and we'll soon be playing the best god-game since *Populous*.



Not the most politically-aware game in the marketplace

CARNAGE INC.

Hey, all you *Pandora's Box* fans out there, the signal has come, it's time for the reawakening. This is the moment you've all been waiting for since the popular isometric arcade adventure was released two years ago, featuring Merlin the sorcerer, chests of treasure, missing amulets and all that sort of stuff. Well, by the time you read this, the sequel should be out and about and, with its futuristic scenario, the two make for very odd bedfellows. *Carnage Inc.* is set in 2297 and features a liberal Earth which has abolished weapons so that everyone will be nice to each other and sing hippy songs around the campfire. (But then, surprise, surprise, Earth is invaded while its defences are down by clever aliens (whose reconnaissance told them that the whole population of Earth was now avid liberal-leftover *Guardian* readers). The Earth council has no choice but to recruit you, a Cyberkill Mk. III (Robocop, basically), to infiltrate the extra terrestrials and do them over. 'Carnage Inc.' is no exaggeration of your capabilities, it would appear. We're promised grenades, flame throwers, land mines and laser guns.



Carnage Incorporated. Appropriately named

PSYCHO SQUADRON

Power Station has been fairly quiet since it released the very-good-indeed tank game, *Axis*, so hopefully *Psycho Squadron* will make a bit of noise and wake everyone up.

As a shoot-em-up, it's got that potential but we shall have to wait and see, eat the proof, in the pudding, so to speak, before placing the cat among the pigeons and saying it's so good it'll turn the tables on the competition. Horizontally scrolling, *Psycho Squadron* promises power-ups, wingmen, bonus rounds and a training mission for new pilots.

The name of the game gives a pretty good indication as to what this one is all about. Suffice to say the aim of the game is not to spread universal love and harmony and get everyone living together in mutual tolerance and respect. The aim of this game is to stay alive... and kill people. Hang in there!



Axis, above, was Power Station's first foray into the games market

STOP PRESS

GAMESWARE

A technical slip has left Gamesware struggling to get the Python-humoured, graphical adventure, *Simon the Sorcerer* ready for the festive season. If, however, it does make it in time for this year's white Christmas (who needs Nostradamus?) we recommend repeatedly prodding someone with a pocket full of loose change in the ribs until they buy it for you, if the full game is anything like its demo.



Something exciting in the pipeline

SUPERIOR SOFTWARE

Already in the express pipeline is *Play it Again Sam 3*! This compilation will have *Top Banana*, *Zelanites*, *Superior Golf* (all of which are in the Top 100) and one other, as yet undecided, game. With luck, good weather and a few crossed fingers, this will be out this year.

ELECTRONIC ARTS

By the time you read this, the giant American games firm Electronic Arts will either be solidly IN the Acorn games market, or a million miles away from it, depending on the chatterings of top executives at Acorn and EA, going on at the moment. Let's be real optimistic and gushy for a moment and suppose that EA and Acorn fall deeply in love and get hitched together, and then be really, really optimistic and suppose that it all happens before Christmas: what are we looking at then? EA has seven 16-bit titles it wants to convert to Acorn format, four this year. The titles are still under wraps but it's hardly a secret that the excellent *Wing Commander* is the hottest baby they've got. Our advice therefore: check out the current situation. We hope you can buy it!

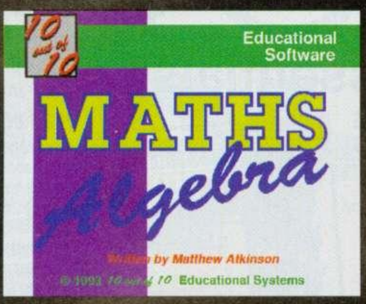
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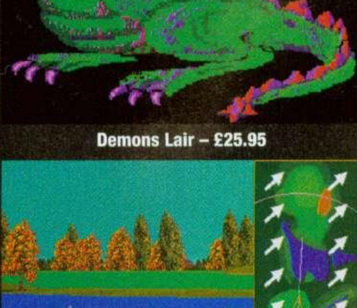
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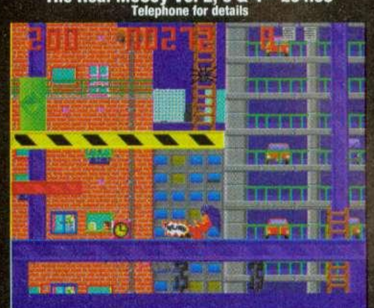

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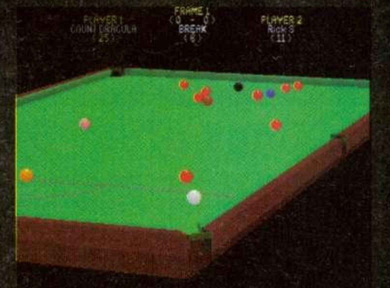


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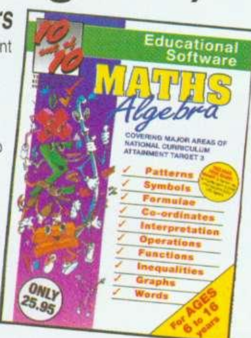
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Covering many areas from Attainment Target 3 of the National Curriculum, the *10 out of 10* Maths (Algebra) package is packed with subjects, levels and activities to challenge all children from Key Stage 1 right up to Key Stage 4.
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Junior Essentials¤

For children 5 to 11 years

A truly flexible package covering many topics essential for building a good educational foundation. The areas covered have been carefully chosen by a team of experts and come from several subjects and levels of the National Curriculum.
The child's progress in these areas is constantly monitored and recorded and parents or teachers can easily discover where a child needs help. As with all the *10 out of 10* series, further motivation to play the games and learn more is added in the form of High Score Tables.



Dinosaurs

For all ages

This package is the fun way to learn the truth about dinosaurs. The six games all have superb digitised graphics to make a whole area of history – dinosaurs – come alive.
If you came face to face with a tyrannosaurus would you run away? Or are you safe because it's a vegetarian and wouldn't eat you? This, together with 100s of other interesting facts, can be discovered from this enthralling package.
The six games – all with single and multi-player options – are educational fun for everyone.



Maths (Number)

For children 6 to 16 years

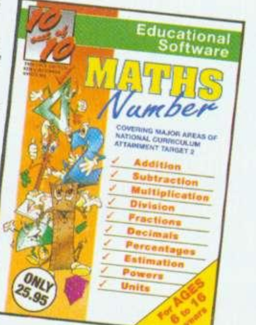
"Well thought out to offer real benefits to children studying in British schools." – *PC Plus (July '93)*

"Educationally worthwhile and exciting to play – a rare combination." – *Archimedes World (December '92).*

"Unique in home-based programs because of the National Curriculum link." – *The Micro User (September '92)*

"Excellent for reinforcing specific mathematics knowledge." – *Junior Education (July '93)*

"The 10 out of 10 Series lives up to its name." – *PC Home (August '93)*



Early Essentials

For children under 7 years

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"At just £2595 you'll be hard pressed to find anything which even comes close to Early Essentials." – *Micro Computer Mart (Sept. '93)*



English

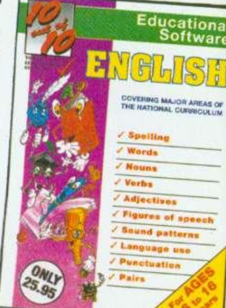
For children 6 to 16 years

"Everything being done is relevant to the player's education. An invaluable curriculum experience, plenty of fun, lots of variety." – *PC Home (November '93)*

"Guaranteed to sustain the attention of even reluctant learners." – *RISC User (January/February '93)*

"Most importantly, as the games are fun, children can't help but learn." – *Acorn Computing (March '93)*

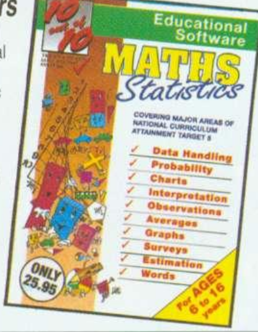
"Allows progression from Junior school age right up to GCSE level ." – *Amiga User International (Sept. '93)*



Maths (Statistics)¤

For children 6 to 16 years

Attainment Target 5 of the National Curriculum is Data Handling – a vital area of Mathematics. *10 out of 10* Maths (Statistics) covers 36 specific topics from that subject.
In this package, recording animal sightings in an animated pond or rolling dice are just two of the many challenges that children will relish as they learn about statistics. And can graph drawing be a game? It becomes arcade action as bricks and bombs are dropped onto the charts. This is a really enjoyable way to learn about statistics.



French¤

For children 6 to 16 years

This suite of six educational games will give fun and motivation to all children learning French. The package is designed with the Modern Languages National Curriculum firmly in mind and contains many challenges to reinforce facts stated in Attainment Targets 3 and 4.
10 out of 10 French is essential for children on Key stages 3 and 4, but the numerous parent and teacher customisation options make the software suitable for all children – however young – who are learning the French language.



Driving Test¤

For all drivers and learners

Whether you're a novice learner or an advanced expert, there's plenty you can learn from this package. There are thousands of built-in questions and you can choose whether you want to answer them directly or add to the fun by trying them within games.
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TOP TEN CHEATS

We've all been there at one time or another. The lemming that can't quite survive the drop, the locked door that doesn't seem to have a key. So for those times when you're pulling your hair out and cursing the day you ever started to play the damn thing, *Acorn User* presents the definitive guide to doing it the easy way: cheating. Below you will find our Top Ten cheats.

We've begged and borrowed to get these closely-guarded secrets and even offered the Games Editor out for favours to make your life easier. Remember though, that cheating can often cause a game's challenge and playability to evaporate, so if I were you I'd only make use of this list when you're really up a creek without a certain implement. Happy cheating!

1 LEMMINGS II

(Krisalis)

What? No cheats? Come on, give us a break; we know you want to spare as many of the fur-heavy and intelligence-free critters as possible but the game isn't even released yet. When those cheats are sussed out we'll be the first to know. Which means, shortly afterwards, you'll be the second to know. Okay?

2 ZOOL

(Gremlin)

On the startup screen enter the word PICKEREL. The border will flash to let you know that the cheat mode is activated. Then, once in the game, the following keys have these effects – HOME will make you jump to the next world, PAGE UP takes you to the next level and + (on the keypad) will increase your shield, helping it last longer. Also, when on the title screen, entering a number on the keypad will take you straight to that level.

3 GODS

(Krisalis)

Here's one for experienced hackers, from David Lodge's Cheat Manual. These are the memory locations for various things inside the game: !&8240 = Number of lives (0-255). !&838C = Your score. !&81F8 = Number of credits. !&8688 = Amount of energy. Hackers – never disgrace your talents by using them to remove protection: it's not big and it isn't clever!

4 SENSIBLE SOCCER

(Renegade)

Alright, hands off that keyboard. Ask yourself this question. 'Do I really want to cheat at soccer? Will it really make me feel better, or will I hate myself in the morning?'

After all, did you respect Maradona and his 'hand of God' nonsense? Good, cause you aren't going to get cheats for this game, ever. As Renegade's Tom Watson reasoned: 'What's the point of slogging your way to the final against Lazio, then pressing a button and getting a five-goal lead.' Too right.

5 LOTUS TURBO CHALLENGE II

(Krisalis)

Here are the passwords for all the eight levels. The passwords should give you some idea of what to expect on each stage. Careful when entering them, some have spaces, some don't.

Also, David Lodge recommends entering TURPENTINE instead of a password. It seems to literally put turps in your petrol tank and increases your top speed by about 30mph. Pretty hairy driving!

Level 1 - n/a
Level 2 - DARK SKY
Level 3 - FOGY FOG
Level 4 - ICELAND
Level 5 - CACTUS
Level 6 - MANIAC
Level 7 - DAMP PATCH
Level 8 - CLOUDBURST

6 CHOCKS AWAY EXTRA MISSIONS

(The Fourth Dimension)

There's a built-in cheat for this flight sim, provided here by Mark Botterill of 4D. Fly around for a bit on practice level C, press PAUSE and then hold down the letters T I M and E at the same time, while pressing the space-bar. This will give you mega speed, and allows you to be reincarnated when you die (which is quite often when flying at Mach 2 in a biplane). The laws of physics s-eem to go a bit squiffy when you do this; your own bullets can't keep up with you, your brakes don't work, and you may lose control completely, so be careful.

7 LEMMINGS & Oh No! More Lemmings

(Krisalis)

This one should be appreciated by a lot of people. The cheat password is IAMNOTGOOD (very funny), without any spaces, and this allows you to skip levels by pressing the space bar whenever you get in a jam.

A similar cheat exists for *Oh No! More Lemmings*, except this time the magic word is FIDDLECODE.

8 POPULOUS

(Krisalis)

Now here's something rather special. Two programmers who go by the names of The Count and Mad Dog have sent in a short program which will tell you the password for any level from 0-599! When playing the Conquest section, simply click on NEW GAME and then enter the world-name as provided by the prog. Clever stuff.

```
REPEAT
INPUT '"Level no: "reqd
level=(((reqd*&B725)+&24DF)
AND &7FFF)
PRINT '"Password is ";
PRINT FNread(level AND &1F)
;FNread(((level AND &3E0)>>
5)+64);FNread(((level AND &
7C00)>>10)+32)+"."
UNTIL FALSE
DEFFNread(entry):RESTORE
FOR loop=1 TO entry+1
READ item$:NEXT:=item$
DATA RING,VERY,KILL,SHAD,HU
RT,WEAV,MIN,EOA,COR,JOS,ALP
,HAM,BUR,BIN,TIM,BAD
DATA FUT,MOR,SAD,CAL,IMM,SU
Z,NIM,LOW,SCO,HOB,DOU,BIL,Q
AZ,SWA,BUG,SHI
DATA HILL,TORY,HOLE,PERT,MA
R,CON,LOW,DOR,LIN,ING,HAM,O
LD,PIL,BAR,MET,END,LAS,OUT
DATA LUG,ILL,ICK,PAL,DON,OR
D,OND,BOY,JOB,ER,ED,ME,AL,T
,OUT,QAZ,ING,OGO,QUE,LOP
DATA SOD,HIP,KOP,WIL,IKE,DI
E,IN,AS,MP,DI,OZ,EA,US,GB,C
E,ME,DE,PE,OX,A,E,I,O,U,T,Y
```

9 SALOON CARS DELUXE

(The Fourth Dimension)

When you're on the title screen, if you type in either ANDY or SWAIN, and then select a menu option, the next time you return to the main menu screen there should be an extra option at the bottom of the menu.

10 SWIV

(Krisalis)

And finally *Swiv*. Pause the game by pressing F1, and type in the word NIGEL followed by RETURN. The border will flash once in blue, and then you should have an infinite number of lives. To get rid of the cheat, do the same thing again. Thanks again to David Lodge for this one.





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"...programming at its best" - Acorn User January 1993

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NEW WORLDS

THE GAMES SCENE IN 1994

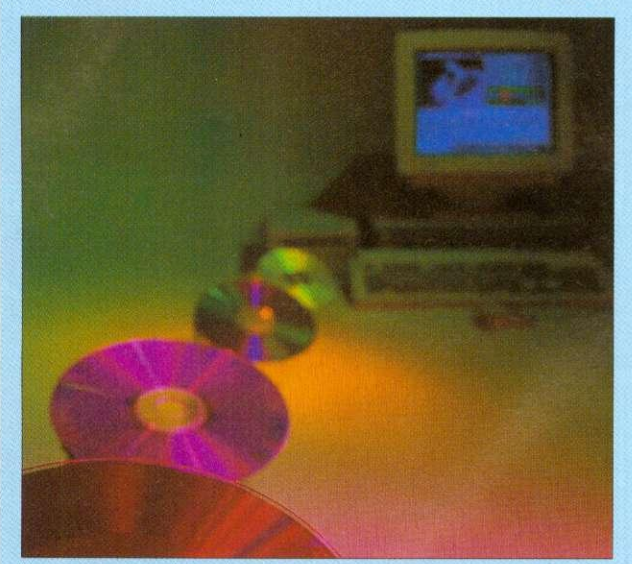
Some say that computer games (and personal computing) are now in a process of fevered and unprecedented change - phrases like information revolution and paradigm shift come to mind. Others (this reviewer included) are therefore inclined to wonder how come so many software houses are still serving up the same sort of spritey ladders-and-ledges claptrap that passed its sell-by-date in 1985.

But away from the dead hand of KonsoleKultur, it has to be admitted that some profound (and not so profound) changes are afoot in the games world.

Not all are going to make their effects known to Acorn users straight away, but here are ten of the most exciting, and most likely things to watch for next year, starting with the most important.

1 CDs





The death of the floppy disc has been much exaggerated in recent years, but 1994 should really see it start on the slippery slope to extinction, at least where games are concerned. The catalyst is the release of one critical piece of hardware: Commodore's CD^{32} games console. This is basically an Amiga 1200 2Mb machine with a CD drive attached and (unlike a lot of products the hapless Commodore has released) it has to be taken seriously.

Commodore is in big trouble, fighting a war on two fronts against consoles and the insidious spread of the PC - indeed games are now converted from the PC to the Amiga rather than vice versa. The CD^{32} is seen as a console killer, forcing Sega and Nintendo into paths they're not equipped to follow. As a winning gambit, the CD^{32} needs the support of major software houses in going to CD format - and it looks like it's got it. Electronic Arts, possibly the most important publisher of all, has already announced it is pulling out of floppies.

The prospect of games on CD is going to change our expectations of games profoundly (see other entries), but enough of these other machines - how soon will it affect Acorn users? Soon. Simon Lovesey of Acorn publisher Gamesware: "We have to ensure the Acorn market moves to CD, and soon, otherwise it is going to suffer very badly. We could end up returning to a choice of Acorn-only titles and nothing else. Any move could be software-driven. Expect to see a Gamesware title on CD in the next few months."

Prime candidate is *Simon the Sorceror*, underlining one inducement: Simon comes on eight floppies (check). One CD will cost less than half the cost to master and produce.

2 Megagames





Expect to see this hoary old word make a comeback. Games, particularly role-players, have already shown a tendency to get bigger and bigger (see Simon the Sorceror, above), but with the expectation of 650 Mb of CD available, software companies are looking for ways to fill space.

More animation and sound is part of the answer, but the concept of the megagame really requires a vast and complicated games world - the concept was originally coined to refer to the sort of games that took advantage of the vast (64K) memory that the best 8-bit machines offered. Let's hope the games teams are up to the challenge. David Braben, responsible for *Elite*, the greatest Acorn game of all time, seems to be. He's almost completed *Frontier*, to *Elite*. Unfortunately this time it will appear first on other platforms, but expect to see it pop up on Acorn machines some time soon.

3 Simulations





See artificial intelligence. On all formats, simulations and god games go from strength to strength. We have the follow-up to *Populous*, and Gamesware's *Rome AD*. For a change, the influence of the PC has been beneficial in the simulation market, with titles like Sid Meier's huge Civilisation stirring things up.

4 Football Games





This one is unavoidable - it's World Cup year, so we're going to be inundated with new conversions, apart from the existing slew of footy simulations. We already have Renegade's *Sensible Soccer*, Gamesware will be converting Striker, a highly rated management games from the Amiga, and, at a guess, expect to see one or more of the following: Virgin's *Goal!*, Gremlin's *Premier Manager* or Ocean's *European Champions*.

5 Artificial Intelligence

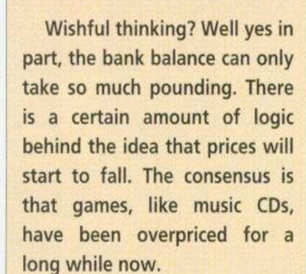




A welcome development this year is the move away from shallow action games. Heavily hyped as it was, and not at all to my taste, *Mortal Kombat* at least had the redeeming feature of learning from the human opponent's moves and so providing a better challenge. No plans for conversion have yet been announced, so the Acorn world is safe.

But the prize for smarts goes to Bullfrog's *Syndicate*, still top of the other machine charts at the time of writing.

6 Prices



Wishful thinking? Well yes in part, the bank balance can only take so much pounding. There is a certain amount of logic behind the idea that prices will start to fall. The consensus is that games, like music CDs, have been overpriced for a long while now.

That is almost understandable for consoles, where the hardware cost of a cartridge is about £7 (as opposed to less than £2 for a CD), but console development involves large overheads that software houses have to recoup.

£30 for the average game is too much, and next year's flurry of competition is likely to show that. I wouldn't be surprised to see game prices drop to around £20 in the latter half of the year, as established publishers fight to retain their ascendancy.

7 Virtual Reality



Yes, the virtual backlash is already underway. You may not even see the term used in 1994. This, of course, is the result of the first degree hype that has come to surround the whole project.

It now turns out that not only is VR boring and makes you look like a prize nerd, but it is also bad for you, leading to visual disturbance, bad posture, repetitive stress injury, unhealthy anorak wearing and all the other things that an elementary textbook on ergonomics would have pointed out.

In the mean time we'll be referring to...

8 Cyberspace





A much vaguer and less hyped term than virtual reality. It's all because 3D is back with a vengeance. Earlier solid 3D games were often disappointing (just think of *UIM*), so almost everything has been bitmapped for years, but with increasing processor power and memory, 3D is suddenly back in fashion, particularly in conjunction with texture-mapping, a technique that renders surfaces more real, borrowed from the PC. The Arc should be an ideal texture-mapping engine. Expect to see more flightsims (about time) and space games (ditto) like EA's *Wing Commander* and David Braben's *Frontier*.

Cyberspace has a nice ring to it, and agreeable associations with that other multi-purpose word cyberpunk. Oxford Digital Enterprises is launching a game of the same name, and Renegade and the Bitmap Brothers are leading exponents of cyberpunk style with bestsellers Syndicate and the *Chaos Engine*.

9 Adventures







Definitely, absolutely not text adventures. With any luck, we may get LucasArts' excellent *Secret of Monkey Island*. Not an role-playing game, it adopts a new visual approach to adventures.

We should also get more RPGs of the ilk of the classic *Eye of the Beholder*. I base this prediction on the fact that we've only got two RPGs as it is, so something's got to turn up.

10 Conversions



I could be wrong, but I think not. Stalwarts Matt Black, TBA and of course, the Fourth Dimension, will still be in there slugging, with some excellent programs, but 1994 looks to be a year dominated by conversions. This is partly because all Acorn megagame projects seem to have petered out somewhere and the market will be increasingly CD-driven. We're not even going to mention Karma in this supplement (honestly) or even that Egyptian thingy that that bloke wossname was doing. We've got a superfast machine, lotsa memory and CDs coming up, so there's no excuse. It's really not good enough.

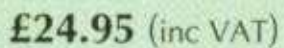
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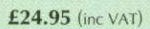
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